PS3 PlayStation 3 | PSP PlayStation Portable | PlayStation 2

PlayStation®
The Official Magazine

Issue 041 January 2011

VROOOOM!!! GT5 All 1031 cars!

Mortal Kombat kicks off the

HUGEST GAMES OF 2011

Twisted Metal | Crysis 2
Deus Ex | Metal Gear Solid
Killzone 3 | The Last Guardian
Batman: Arkham City | Rage
L.A. Noire | Child of Eden

Future MEDIA WITH PASSION

ASSASSIN'S CREED® BROTHERHOOD

NOVEMBER 16

"One round in multiplayer has us sold"
– Game Informer

"The single-player looks like the best in the series"
– Destructoid

MATURE 17+ ™

M

Blood
Sexual Themes
Strong Language
Violence

ESRB CONTENT RATING www.esrb.org

PlayStation®
The Official Magazine

JANUARY 2011

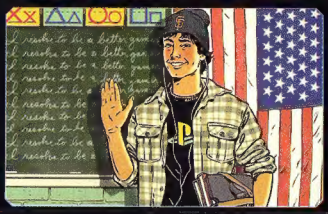
COVER FEATURE

36 THE HUGEST GAMES OF 2011

They're engaging in *Mortal Kombat* waiting for a downtown train. Or turning cars into *Twisted Metal*. The forecast calls for colossality, and flurries of awesomeness as PTOM runs down 11 great games for 2011.

ON THE COVER

FEATURES



THE BIG 10 STORIES

10 RESISTANCE 3
It's going to take a lot of resistance to beat these aliens. By which we mean guns.

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24 NEVERDEAD
Modern man, with his many technological trappings, can easily lose his head in a crisis. For the demon hunter Bryce, losing his head just means he has to look in the last place he tossed it.

78 ASSASSIN'S CREED: BROTHERHOOD
Membership in the Brotherhood means one never need fear dropping the soap.

Big Talk

I've said it before and I'll say it again...

It's a running joke here at PTOM Towers. Once every four weeks, usually way too late on that dreadful night before we're scheduled to ship all of our precious pages to the printer, I'll pop my head out of my cubbyhole and demand the attention of the overworked staff.

"What should I write about this month?" Everyone knows exactly what I'm asking about, which is why I'm lucky if I'm granted a passing glance from the team. A mumble, a grunt, and back to work they go.

Except, that is, for Greg, who cheerfully spouts off all typical Editor's Note clichés.

"It's a great time to be a gamer," he begins. A dramatic pause...then he launches into more: "Too many games. It's the year of the PlayStation." And on and on he goes.

I dunno why, but it cracks me up every time. Perhaps it's because of Greg's unique delivery. Perhaps it's because it's too late and we're all too tired. Or perhaps it's because I've resorted to using these shopworn tropes—not just in other magazines, but in this very magazine as well.

Whatever the case, it's the perfect time to say again what's been said before. Our annual roundup of the top games of the coming year is overstuffed with heavy hitters, including the heaviest of them all: *Mortal Kombat*. We scored some exclusive access to the game, including a sneak peek at the koolest krossover ever: *God of War's* Kratos. And that's just for starters. We've got ten more terrific picks, some of which will suprise you. It's a massive package, and it kicks off an even massiver feature section with 40 pages of killer content, including 51 PlayStation resolutions, an all-access tour of four new MMOs, and the full *Gran Turismo 5* car list.

Which all leads me to cue Mr. Orlando: "It's a great time to be a gamer. This is the year of the PlayStation. Too many games..."

GARY

Gary Steinman
Editor in Chief
twitter.com/TinyManRages

Gary Steinman
Editor in Chief
He is the glue holding the works together. But not that crappy glue! Rather, we're talking some premium glue with extra adhesive....and, oh, we're all fired... Still, Gary Steinman is good glue.

Greg Orlando
Executive Editor
Greg Orlando, or at least one of his bootlicks, would like to offer a series of sincere, heartfelt apologies—each more sincere and heartfelt than the last for whatever he's going to do with the weed whacker.

Ken Bousquet
Art Director
There's no sense in reminding anyone *PlayStation: The Official Magazine* looks amazing because of Ken Bousquet's fine artistic sense. It is, however, worth repeating about 15 (give or take) times. So there!

Roger Burchill
Managing Editor
Do not be fooled by pensive Roger. Roger Burchill, in fact, is a potent fusion of nuclear fury, jerked meat products, and the crushed dreams of all who oppose him. He is available for children's parties.

Scott Butterworth
Assistant Editor
Somewhere beyond the apex of deliciousness and the threshold at which awesomeness explodes, releasing candy particles, lies editor Scott Butterworth. Science has proven there ain't no party like a Butterworth party.

Anne Lewis
Pinkerton
Plucky intern Anne Lewis was last seen tied to log, and the log last seen floating down the Colorado river. The Colorado river, for the record, was last seen in Sonora. The moral of the story? Don't eyeball us!

PlayStation®
The Official Magazine

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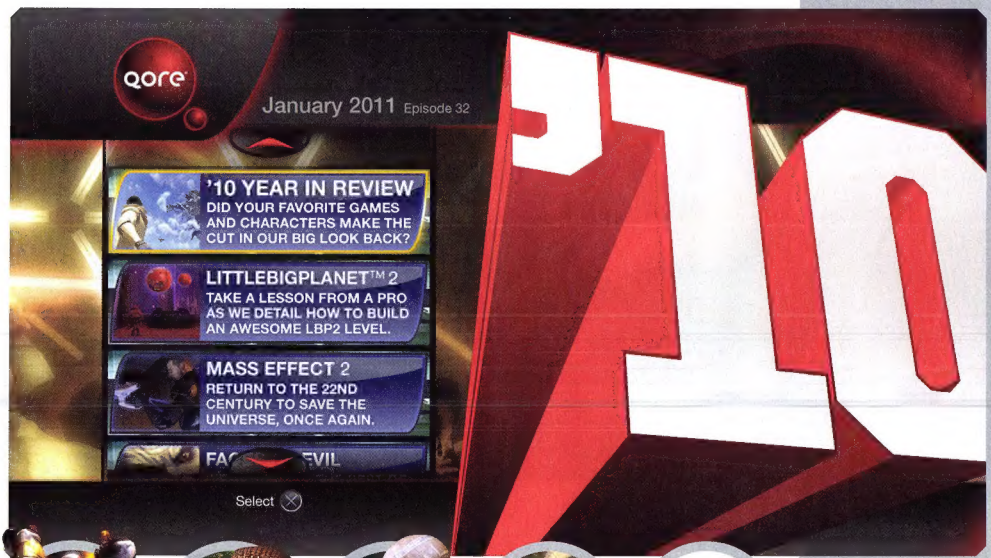
Inside Qore Episode 32

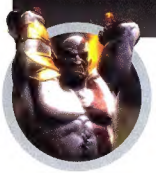
We look back at a stellar year in the world of PS3!

As we start our journey into 2011, we thought we'd take the opportunity to look back on some of the best titles to come out for the PS3 this year, and reflect on what made them so awesome. We'll also flex our creative muscles with tips from a *LittleBigPlanet 2* pro, explore the galaxy with Commander Shepard, and recap our favorite villains from the world of PS3.

VERONICA BELMONT HOST OF QORE

Available 1/4/2011 on the PlayStation® Network





'10 Year in Review

A look back at some of our favorite titles and moments from the world of PS3 gaming in 2010.

LittleBigPlanet™ 2

If you need a little help getting started with level building in *LBP2*, look no further! We've enlisted some help!

Mass Effect 2

As Commander Shepard, you have a lot of important decisions to make, and choices that could save the galaxy.

Faces of Evil

We select our favorite bad guys from some of the best games on the PS3. Do you love to hate them as much as we do?

Upcoming Blu-ray and Games releases

We showcase the special features in the new *Alien Anthology*.

Qore is free to PlayStation Plus subscribers.

Individual episodes can be purchased for $2.99 and a 13-episode subscription can be purchased for $24.99. Qore subscribers have access to Betas, demos, themes, and additional downloadable content each month.

CONTENT SUBJECT TO CHANGE

The PlayStation Entertainment Plan

Fill up your life with our monthly guide

MONDAY | TUESDAY | WEDNESDAY | THURSDAY | FRIDAY | SATURDAY | SUNDAY

JAN. 01

New Year's Day
We resolve to make it through at least one year in which the intern doesn't mysteriously fall into a vat of acid. Or maybe we'll just eat healthier.

02

A Month of Isaac
Today is Isaac Asimov's birthday and we'd like to say we'll celebrate by reading *I, Robot*, but we'll likely just play *Dead Space*.

04

Our Mojo's Back
All three *Austin Powers* movies are out on Blu-ray today, which we think is just smashing, baby.
--
In stores: *Two Worlds II, Star Raiders, Venetica*

05

What a Coincidence!
Whoa, *Mad Men*'s sexy star's name is January Jones and her birthday is in January! How crazy is that?

07

We're Not Gonna Take It Anymore Day
Today we will listen to Twisted Sister, back talk to our bosses and spouses, and probably get fired and/or divorced.

08

The King's Birthday
Thank you; thank you very much. Celebrate the King's birthday the way he would've wanted it: With a grilled Peanut Butter & Banana sandwich and a Pepsi.

10

George Foreman's Birthday
Some of us know George Foreman because of his career as a boxer, while others know his grills help us cook delicious foods.

11

Birth of a Shepard
So BioWare said, let them have *Mass Effect 2* on PS3! And it was good.

14

Another Superhero Movie
But this one has the pudgy guy from *Pineapple Express*. We'll probably see *The Green Hornet*. Who knows? It could surprise us.

15

Down, Set... Hike!
We really have no idea what we're saying! The Green Bay Packers beat the Kansas City Chiefs in the first Super Bowl in 1967.

18

Just Look at That Face!
One of the cutest videogame characters makes an adorable return in *LittleBigPlanet 2*. We just want to squeeze the stuffing out of this little Sackboy.

24

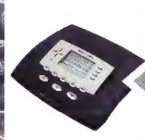
There's Gold in Them Thar Hills
In 1848 gold was found in California, and now our home city has the 49ers. No gold though.

25

Isaac, Part Deux
The day has come for us to "Sprawl" out on our couches with *Dead Space 2* and poke dead things with sticks (or hack up necromorphs with plasma cutters if we want to get literal).

26

National Bubble Wrap Appreciation Day
We expect everyone to celebrate by annoying the crap out of anyone near them.



30

Inane Answering Message Day
Hello. No one at PTOM can come to the phone right now, for we are too busy being awesome and stuff. Leave a message after the beep.

"AMAZING!

THE FRANCHISE JUST KEEPS GETTING BETTER."

- Shawn Edwards, *FOX-TV*

"Filled with lots of eye-popping special effects. This is what 3D is supposed to look like."

Brooks Parsons, *Hollywood News Report*

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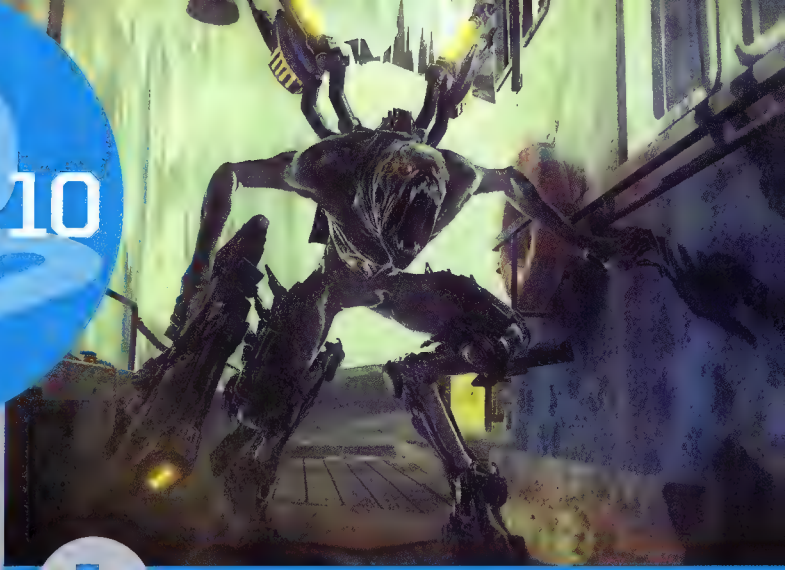
The Big 10

Stories everyone's talking about



1 Aliens Among Us

In Resistance 3, players embark on one final trek to save humanity

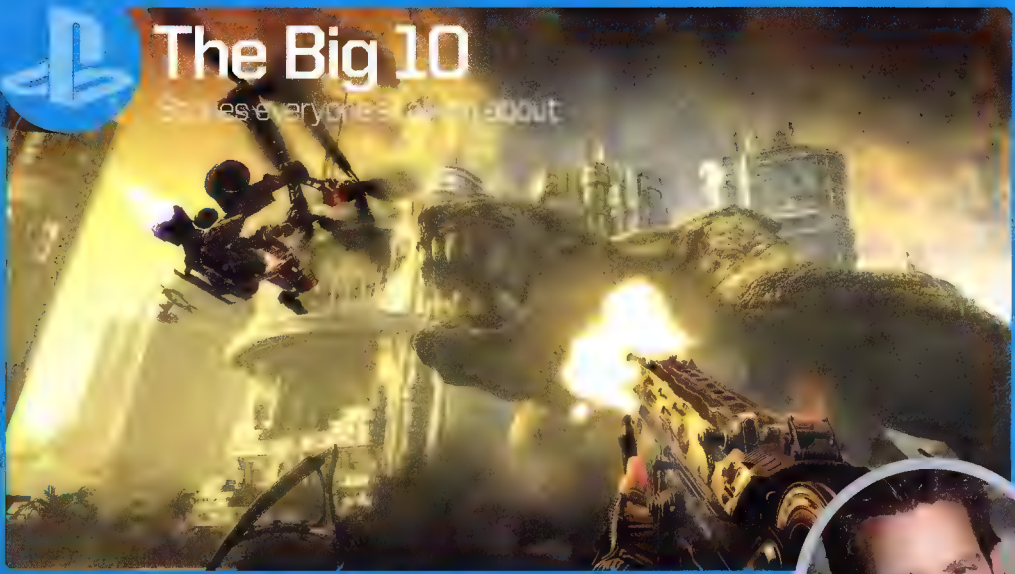
Resistance 2 ended with one hell of a bang—for those who didn't finish it, let's just say that original series hero Nathan Hale is indisputably out of the picture. Filling his shoes in *Resistance 3* [illegible] fans may remember as something of an unsavory character. [illegible] ending, Capelli has settled down in Oklahoma and started a family, which seems to have [illegible] haven't been very kind to the rest of the world: The alien Chimera now occupy every continent on Earth and the genocidal process of eliminating the remaining humans is well under way. Survivors still remain, however, and when Capelli's son falls ill following a devastating [illegible] alongside familiar face Dr. Fyodor Malikov—to retrieve a Chimera virus-busting vaccine derived from Hale's hybrid blood.

Capelli's quest to help his son, along with the dwindling human population, guides the action in [illegible] heartland in 1957 includes a confirmed stop in St. Louis. Loads of devastated suburban homesteads and gigantic Chimera bosses no doubt await him on his journey, but Capelli won't jump in (via splitscreen or PSN) as John Harper, a new character who plays a bit part in the [illegible] we're hoping the swap leads to a more focused and thrilling narrative experience.

Insomniac is well known for its inventive weaponry and Capelli and Harper won't be bound to just two firearms at a time—like Hale was in [illegible] the returning weapons, but one fresh option that's sure to become a favorite is the Mutator, which sprays an emerald-colored mist that turns infected Chimera into ticking time bombs or, alternately, dazes them to give players an opening for attack. Each weapon in the game can be upgraded with points earned through use; for example, once upgraded, the Mutator will drive Chimera to attack their own comrades.

Other improvements—such as enhanced [illegible] make for a more enticing shooting experience, though Insomniac is currently keeping mum on *Resistance 3*'s online multiplayer options. While many questions remain, the moody live-action teaser trailer and these gorgeous initial shots have us longing for a rousing call-to-arms venture to save what's left of mankind. We can't [illegible] releases the game this fall.

"The genocidal process of eliminating humans is well under way."



2 Dude Huge

The man behind the myth: Cliff Bleszinski talks PS3

For Xbox 360 owners, Cliff Bleszinski is a household name: His gritty *Gears of War* [illegible] games have become a platform staple and a rallying point for fans of that console, much like the *Uncharted* franchise on PS3. [illegible] his unique brand of tongue-in-cheek gore and over-the-top action to the PS3, we decided to get to know this hotshot developer a bit better.

What do PlayStation gamers need to know about Epic Games and you?

Epic brings games that are fundamentally, at their core, goddamn fun. It's the 30 second loop over and over again of you targeting down the barrel: the gun sounds right, the enemies fall over perfectly, and the blood sprays out in a wonderful direction. There's a certain amount of the Epic DNA on it, and it's [illegible] completely over-the-top. You laugh a lot, enjoy the beautiful graphics, and just go along for a rollercoaster kind of movie-like ride.

You created your first game when you were just 11. Tell us about it.

I was on an Apple IIc and it was just the green monitor and I got the *Adventure Construction Set*, and I was a weird kid, man. I was actually very interested in how humanity worked. I had an *Encyclopedia Britannica* at the time and I was very interested in the human reproductive system. So I made a game [illegible] your way to the egg. It was medically accurate and everything. It was really weird. I don't even think I have a copy anymore, but that game was called Spermatazoa.

What's the most important lesson that you've learned during all your years as a developer?

I can't remember who said it but somebody said the key is to fail early and fail often. Like the more you can wrap the prototype and figure out what doesn't work, the sooner you [illegible] a giant block of clay. There's a fun game in there and it's up to you to carve out all the stuff that doesn't work until you find something that does.

Gears of War and *Bulletstorm* are both testosterone-charged experiences. Why these manly, violent, and over-the-top games?

As developers, we're learning how to be good [illegible] That's why survival horror is one of the hardest genres to actually get people scared. Like in *Paranormal Activity* it's all about a [illegible] we're not that good with nuance, let's blow it out and go over-the-top." It's not like I set out [illegible] manliest game possible." Because I made [illegible]

What do you value in games besides pure gameplay?

[illegible] essential. Raph Coster, in his book *A Theory of Fun*, said *Tetris* is just a game of blocks, but [illegible] Suddenly that game would take on a whole [illegible] yeah, it's certainly got it's share of Epic DNA of manliness, but it's a lot funnier than anything we've ever produced. It's got a lot more heart than a lot of other games out there in regards to style and humor.

3 Demanding Videos

With four video-on-demand services on PSN, we help pick which is best for you

	NETFLIX	hulu	PLAYSTATION Network	vudu
What it offers	All-you-can-watch access to thousands of movies and TV episodes for a monthly fee, with loads of top-tier films and full seasons added regularly.	Recent episodes of hit NBC, ABC, and Fox series, hundreds of classic seasons of U.S. and U.K. shows, and select older, indie, and international films.	New releases day and date with DVD for rental or purchase; episodes of current TV shows the day after they air (plus older favorites); ability to download on PSP as well.	VUDU claims the largest selection of HD movies from any VOD service, with new releases and older picks available for rental or purchase with varied pricing options.
What it doesn't	New film releases and many current TV series episodes found on other services. It often takes a few months for fresh releases to hit the streaming library.	Anything from CBS and most cable channels, as well as big name (let alone recent) films. Also, despite the monthly fee, there are still ads.	An all-inclusive membership plan, the ability to stream instead of download, and not many indie or international flicks outside the studio system.	Aside from a slim handful of series, VUDU doesn't offer much TV content, and like the PlayStation Store, everything is sold or rented individually.
Best for	Catching up on classic favorites, semi-recent hits, and complete seasons of TV shows, as well as more obscure and international flicks and series.	Watching the latest episodes of network series like *The Office* and *Glee*, complete seasons of classic (and canceled) shows, choice documentaries, and online shows.	Seeing the latest and greatest new releases in HD, catching cable series like *Mad Men* and *Burn Notice* without cable or a dish, grabbing older flicks on a whim.	Finding a wide variety of new and older films to rent or purchase in HD or SD. Also offers a rotating selection of two-day rentals for just $2 apiece.
Price	$7.99 per month for unlimited streaming, though plans including optional DVD rentals by mail start at $9.99 per month.	$7.99 per month for unlimited streaming. A free one-week trial membership is available for new members.	New HD films are typically $19.99 ($14.99 SD) to buy or $5.99 ($3.99 SD) to rent, while TV shows are $2.99 ($1.99 SD) to purchase. Prices vary by title, though.	New films are typically rented at $3.99 (SD), $4.99 (720p), and $5.99 (1080p) apiece, with purchase prices between $9.99 and $19.99, depending on quality/availability.

The Big 10

Stories everyone's talking about

4 Top Gun

Pro gamer Dennis Dozier reveals how to dominate in Call of Duty: Black Ops

Dennis' first taste of competitive gaming came in the 1990 Nintendo World Championship, but he only became a "pro gamer" in 2007 with the release of [illegible] leaderboards. When he isn't competing or working his day job, he's a design consultant and lead tester for peripherals company Splitfish.

Advice for Noobs

"Treyarch was on the ball including bots in *Black Ops*. Set up private offline bot matches to simulate playing others online. Pick weapons and perks you like and keep playing until you've mastered them and learned characteristics like reload speed. But the biggest thing is learning the maps. Do that offline without getting worked all the time or the embarrassment of getting beat. Once you know the maps inside and out, then venture online."

Weapons of Choice

"In *Modern Warfare 2*, my fallback weapons were the M16 with Red Dot or the MP5K. I found that the starting guns tended to be the better ones. I haven't played *Black Ops* as extensively, but here are my picks for the best weapons:

Assault Class: Commando with Red Dot

Runner up: G11 with Iron Sights

Sub Machine Gun: AK74U with Red Dot and Grip

Light Machine Gun: Stoner63 with Dual Mag

Secondary Weapon Slot: Strela-3 Launcher *(There's no real need for pistol if you use the Sleight of Hand perk.)*

Lethal Slot: Semtex

Tactical Slot: Concussion

Equipment Slot: Claymore *(Note: This slot is banned in competition.)*

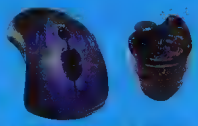
Battle Gear

The right accessories can mean the difference between life and death, victory and defeat. Here's Dennis' setup.

Samsung SyncMaster T245G gaming monitor
"It's 2ms (response time)—enough said."

Sharkoon Xtatic 5.1 Surround Sound headset
"I have every type of headset you can think of because I'm a real nerd and geek with that kind of stuff. But the current one I've been using, which I love, are the [illegible] allows me to hear everything in the game."

Gunnar Optiks glasses
"It helps keep my eyes from straining due to glare, which allows longer gaming sessions."



Splitfish FreeFX Sleeve
"[illegible] thank [illegible] pioneering [illegible] control."
"I started competitive gaming on the PC and I've been playing with a mouse ever since, even if it was like a garage-type setup with an adaptor. A lot of pro gamers use a mouse."

Pro Ops

"The Dropshot (firing and immediately dropping to a prone position) is a technique that a lot of pro gamers use. The button remapping feature on the FragFX Shark allows me to fire and drop with just one click."

"One thing I do to get my accuracy up is to play private matches with Headshots only. So I'll literally force myself to play that way for hours on end so that I train myself to target and kill quickly."

Building Streak Cred

Aiming for the top gun? Dennis' team TeFlon Hearts competes at gamebattles.com and are frequent tournament participants at ps3leaderboard.com. His PSN tag is zDD.

Loadouts

"Loadouts should be map- and mode-based. When I see someone using the same loadout over and over, they're usually at the bottom of the leaderboard. I'll use other loadouts in pubs (public online rooms), but these are solid picks for competition matches."

For Large Maps/ Domination and CTF Modes:
Perk 1: Ghost Pro
"The harder you are to detect, the harder you are to kill."
Perk 2: Sleight of Hand
"The only really useful perk for this slot."
Perk 3: Ninja Pro
"The most crucial perk—no pro gamer I know will play in competition without it."

For Small Maps/ All Other Modes:
Perk 1: Lightweight
"Speed wins out over ammo and stealth on small maps where you're going to die quickly anyway."
Perk 2: Sleight of Hand
"Quick reload times are always good."
Perk 3: Ninja Pro
"Always the third."

5 Pilgrim Age

Real talk with Scott Pilgrim creator Bryan Lee O'Malley

Looking back now that the Scott Pilgrim series is complete, which of the six books was the most difficult to write?
They just got harder as they went along. At first I was kind of doing them for me and for my friends and just [illegible] harder. First because I moved away from [illegible] on all these tightropes at the same time, and [illegible] nightmarish to finish.

Were you still happy with how volume six turned out?
I'm really happy with the sixth book. Part of it is that I hired some assistants to help me out and so the art ended up looking really snazzy even though I was really rushing.

Could you talk a little bit about your original ideas for the ending?
I have this propensity for bleak stories. In [illegible] lighter and funnier—essentially I like telling jokes and I like doing fun stuff. Early on it felt like the right thing to do would be to [illegible] thing. And then as I got towards the end it just didn't seem fair to anyone—to the characters or to the readers or even to me. So I wanted to see something that was ambiguous but still hopeful.

Do you generally sketch out a plot for the whole book?
It starts as a jumble of notes and then usually almost everything changes when I actually start writing it. Like, volume five was originally a completely different plot revolving around Scott's brother and then a Battle of the Bands, which ended up in the movie. But yeah, I actually get into it and realize it's not working and I have to change it. There are different demands on the story. But I do write like a whole script.

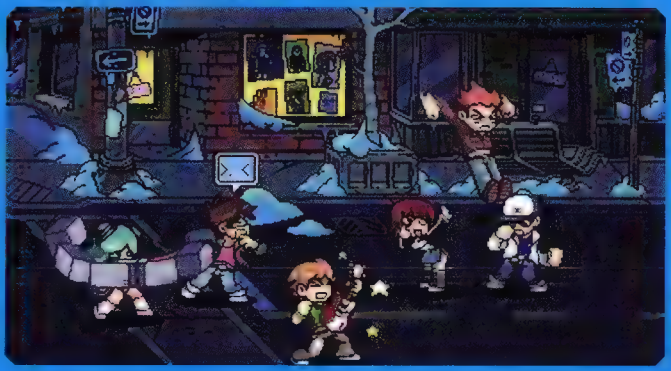
Tell us about your involvement with the Scott Pilgrim game.
I guess it was last summer I went out to [illegible] suck!" The producer hired [animator] Paul Robertson, and I was like, "Oh my god! Paul Robertson!" I was like, "Okay, call [illegible] crazy to have that level of talent on the game.

Do you play modern games or is your love for gaming mainly based on the stuff you grew up with?
What I've been realizing is that maybe since my day job is to make sh–t up, most of these [illegible] gameplay kind of stuff—like I got *Red Dead* [illegible] I feel like it's just more work for me, like I have to make the story up, ride my horse, and whatever, then go put the pieces together. I prefer games now that are simpler and that are just a little bit mindless.

Have you ever considered writing for games?
In theory, I don't know. It's such a weird world. The writer is even more of an afterthought in a lot of these big games than in Hollywood films even. I think it would be a nightmarish [illegible] the game. I would be more likely to work on an indie game.

After seven years of Scott Pilgrim, are you relieved it's over?
I feel good for the most part. A lot of people keep begging me to do more, so I'm just like, "No, sorry." But at the same time it's really gratifying, and I love doing...like this morning I did a sketch for Halloween so I'll probably keep doing stuff like that. But I'm definitely [illegible] worlds and stuff like that, at least for a while. We'll see what happens.

Radio Mary
With the recent releases of the *Scott Pilgrim vs. The World* Blu-ray, a graphic novel box set, and DLC for the *Scott Pilgrim* PSN game, cartoonist Bryan Lee O'Malley's creation has taken pop culture by storm



6 Little Delay, Big Fun

With LittleBigPlanet 2 pushed to January, Why not try these 10 ingenious user-made levels from the first game?

1 Out on a Limbo

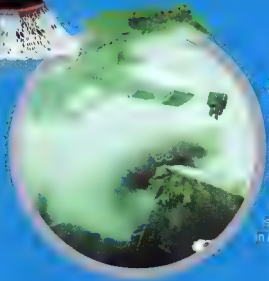
Many things make us feel inadequate, whether it's staring at our bank balance or admiring the sickeningly incredible work of mega-talented *LittleBigPlanet* level creators. Take LittleBig LIMBO by Midnight_Wolves. Based on the acclaimed Xbox LIVE indie title that sees a young boy searching for his sister in the afterlife, this homage perfectly captures the bleak, deathly atmosphere and startling looks of the real game.

2 Sackboy Meets Girl

It never fails to amaze us how *LittleBigPlanet* players can capture the atmosphere of other titles with the level creator. Mushroom_Samba's ICO absolutely nails the ethereal nature and stark color palette of the PS2 classic. Unlike every other *ico* wannabe on the servers, he's also managed to create a convincing Yorda players have to pull along. It even comes complete with electrified doors and a huge windmill.

3 How the West Was Fun

Look out *Red Dead Redemption*, there's a new gunslinger in town. Wexfordian's The Good, The Bad, and The Sackboy is a Western-themed series of levels telling a gripping tale of greed, power, and blowing trains to bits with little material men. If the ambitious plot and sophisticated multi-layer platforming aren't enough, the authentic Wild West atmosphere is a delight. Obviously, that's largely due to a mountain shaped like Clint Eastwood's cigar-chomping face.



4 Palace of Pain

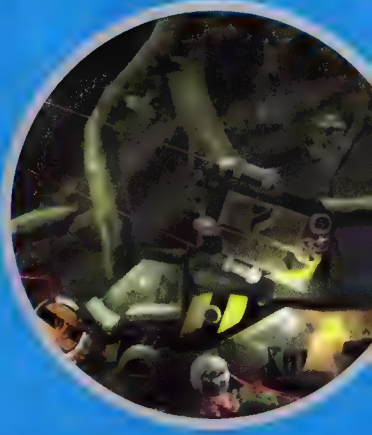
Seemingly inspired by Lara Croft's tomb-pilfering antics, gevurah22's The Azure Palace is a sprawling, distinctive-looking labyrinth with some of the most ambitious and complex switch puzzles we've seen in *LittleBigPlanet*.

7 It's a Mad, Mad Mansion

Some folks aren't content with creating an amazing *LittleBigPlanet* level. No, if they're like Mad Mansion creator geosautus, they've got to stick a brilliant word puzzle in there, too.

5 Die Another Day

Usually, dying in games makes us want to do things that involve a dented DualShock and a shattered plasma screen. That's not the case with Save Die Reload!, a wickedly clever puzzle-based stage designed by user CarlsenJeppe.

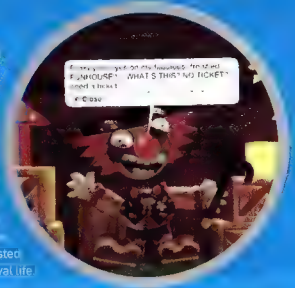


8 Back to the Future

Future Warzone Battle is a little bit like *Terminator 2*, if it replaced ruthless cyborg killing machines with cuddly felt men. Nevertheless, Johnee's creation is moody and atmospheric.

6 Things To Do in Space When You're Dead

What begins as an unnamed [illegible] vessel (*Shimura*)



9 Little Funhouse on the Prairie

Roll up to see this circus [illegible] completely capturing the twisted humor of carnival life.

10 Pinball Wizard

Hugo! Pinball Machine does exactly what it says on the incredibly designed, ludicrously impressive tin, albeit in Japanese. Creator KB-Fran7 has made something as logistically complex as the Death Star.

7 Women! Texting! Affairs! Sheep?

Why we're hot and bothered by the Japanese game Catherine

It's really, really, *really* weird

Aimless everyman Vincent is plunged into a nightmare world after cheating on his pregnant girlfriend Katherine with a hot chick named Catherine. Cue monsters made of distorted naked lady parts and the like.

It's genuinely scary

The game's story captures the spirit of classic psychological thriller anime films such as *Perfect Blue*. A rash of deaths are sweeping Vincent's neighborhood, all related to the victims' nightmares, and it looks like Vincent and his pals could be next...

It's utterly gorgeous

With character design by Shigenori Soejima from Atlus' Persona Team and animation by Studio 4°C *(The Animatrix, Tekkon Kinkreet)*, the game looks stunning. Aside from its sexy main cast, the game boasts hellish monsters and rich environments.

It's a little bit sexy

Catherine knows the way to a man's heart—and it's not through his stomach. She beds Vincent in no time and Atlus warns that the game will have an "adult horror" theme. Throughout the game, Catherine—who doesn't know Vincent has a girlfriend—will send flirty text messages with risqué pics and warn him never to cheat on her. She seems not to care too much for sensible clothing, either. This is definitely not something to play in front of mom, a girlfriend, or the wife.

It's made by the team behind PS2 hit *Persona*

Atlus' pedigree stretches back to the mid '80s, and more recently to *Demon's Souls* and the *Persona* series. *Catherine* is directed by Katsura Hashino, who says it will have more than 20 hours of play and multiple endings.

8 The Great Race

Become a pro driver with Gran Turismo 5

They don't call it the most realistic driving simulator for nothing. And to prove *Gran Turismo 5* is the real deal, Sony is teaming up with auto manufacturer Nissan to launch the GT Academy, a competition in which the winner will join a professional racing team at a major event.

Later phases of the competition involve actual cars, but it all begins with a copy of *GT5* and a PS3. Contestants must register online with the GT Academy (us.gran-turismo.com) starting on Dec. 6; the first round of regional online ladder tourneys begins on Dec. 20. Finalists will then be chosen in a series of head-to-head races at a live event.

Those 16 finalists will then be sent to a boot camp to compete behind the wheel of various Nissan racecars, including the 370Z and GT-R. Aspiring racers might want to make sure they're ready for primetime, though: This portion of the competition will be televised on the SPEED network as a multi-episode reality show, culminating with the winner taking his victory lap as a pro driver during an actual race.

9 The Readers' Most Wanted

[illegible] titles on this list, and then flip through the pages of this very issue. *Gran Turismo 5*—the complete car [illegible] of 2011. And just a few pages back, we help our dear [illegible] up in a handsome package called PTOM.

01 *Gran Turismo 5*
02 *Mortal Kombat*
03 *Killzone 3*
04 *LittleBigPlanet 2*
05 *Twisted Metal*
06 *inFamous 2*
07 *Final Fantasy XIV*
08 *Batman: Arkham City*
09 *SOCOM 4: U.S. Navy SEALs*
10 *Dead Space 2*
11 *Marvel vs. Capcom 3: Fate of Two Worlds*
12 *MLB 11: The Show*
13 *DC Universe Online*
14 *Ratchet & Clank: All 4 One*
15 *F.E.A.R. 3*
16 *Max Payne 3*
17 *Tom Clancy's Ghost Recon: Future Soldier*
18 *Harry Potter and the Deathly Hallows: Part 1*
19 *Dragon Age II*
20 *SingStar Dance*


LITTLEBIGPLANET 2


TWISTED METAL

Stats in this chart appear courtesy of OTX Research. All games are PS3 titles scheduled to release after Nov. 1, 2010. Polling period was Oct. 31, 2010, to Nov. 13, 2010.

10 Should the government regulate our videogames?

TTOM's Daddy Deanesto face off about the games kids play

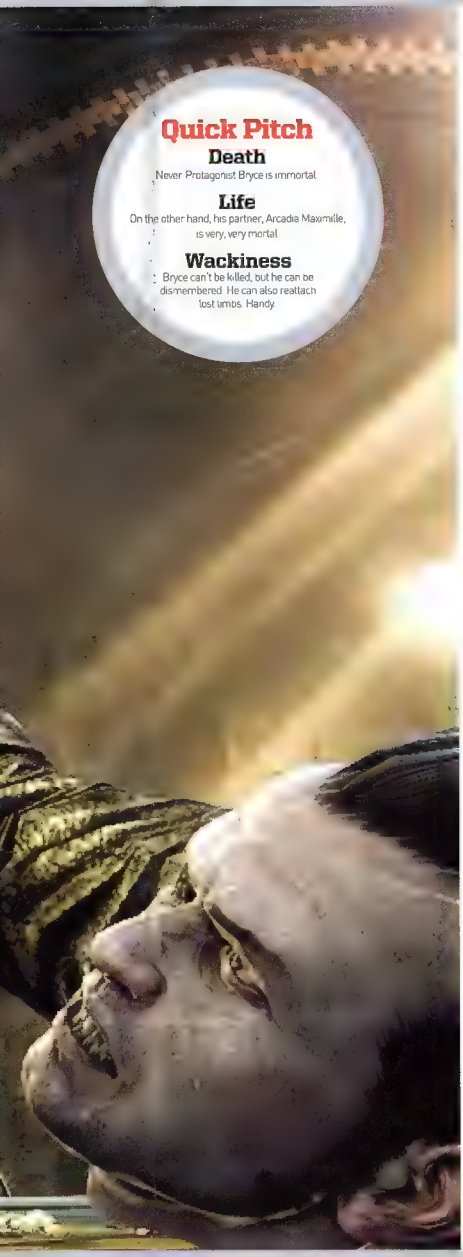
Yes
Says the do as I say, not as I do parent
Roger Burchill

kill in *Call of Duty*. (Some might

No
Says the defender of parental freedom
Gary Steinman

PlayStation
The Official Magazine

Previews

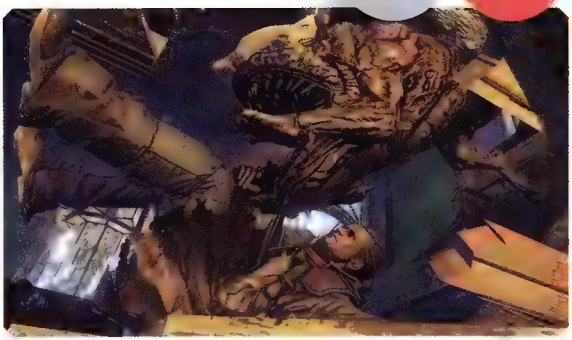


Quick Pitch

Death
Never Protagonist Bryce is immortal

Life
On the other hand, his partner, Arcadia Maximille, is very, very mortal

Wackiness
Bryce can't be killed, but he can be dismembered. He can also reattach lost limbs. Handy.



FIRST LOOK Format **PS3** ETA **TBD 2011** Pub **Konami** Dev **Rebellion**

NeverDead

How to get a head in games

Konami's third-person adventure shooter *NeverDead* takes a bleakly comic look at the game of life. In a world where there are only two constants (those being death and taxes), protagonist Bryce is, to put it delicately, out of luck.

Bryce is immortal, and this is not a good thing. He's been cursed by a demon, which means his life—extending some 500-plus years—has absolutely no meaning. "Bryce is always joking, cynical, and sarcastic," the game's designer and producer Shinta Nojiri says, "because he is despaired of everything."

Many years ago, Bryce and his wife were pitted against a demon lord, *NeverDead's* story goes. The battle went spectacularly well, but only for the demon. Bryce was defeated, his wife was killed, and the demon, perhaps taking one last potshot, cursed his enemy by removing an eye and replacing it with an evil one. Bryce was doomed to walk the Earth for eternity.

Now in the present day, Bryce finds himself working with the National Anti-Demon Agency (NADA) and paired with Arcadia Maximille, a woman who's certainly neither immortal nor averse to shooting her partner to motivate him. The unlikely pair is tasked with stopping a demon king from doing something typically demonic, in this case taking control of the human world and subjugating its inhabitants.

The game's mechanics and its play hinges on Bryce's immortality. The demon hunter has no superhuman strength, but he can survive anything including the forcible removal of his limbs. "The coolest thing about *NeverDead*," Nojiri says, "is that you can play through situations that if you did in other games, you will die and will have to start over at the last checkpoint. You can burn in fire but you will not die, you will use that to your advantage. A building will collapse on you, but you pick up your limbs that are scattered over the dead enemies and continue on. You can jump off of a skyscraper to instantly get to the ground to catch an enemy."

In single-player mode, Arcadia is controlled by artificial intelligence. As she's mortal, Bryce has to be concerned about her health where he's not about his own. Konami suggests there will be a mechanic by which *NeverDead* can end, and it's more than likely the ▸▸

Silly demons! Your puny trains cannot hurt an immortal man.

end of Arcadia's life equals game over for Bryce. As a result, the aged demon hunter will oftentimes need to absorb punishment meant for his partner.

Punishment, Bryce can take. He can choose to dismember parts of his body, and this mechanic can be used strategically throughout *NeverDead*. Nojiri suggests Bryce can pop off his head, toss it onto a platform above his body, and roll his head around to scout out the area. He can also detach an arm, huck it, and use the limb to pull levers or operate switches that would be otherwise inaccessible. Or the man can light his arm on fire and use it as a makeshift torch. Hurricanes prove to be mere nuisances for a man who can't die, either. Gale-force winds are merely a tool by which Bryce can propel himself to new heights.

In combat against endless hordes of demons, the detachable limbs will have other, more devious uses. An otherwise impervious enemy could be lured into eating a severed arm, say, and then the limb could be used to kill said enemy *from the inside*.

Haha! What are lasers to a man who's survived bell-bottomed jeans and the age of disco?

Detached limbs can also be used as bait, luring unsuspecting enemies into a trap—drawing them under a collapseable roof and its wrecked supports causing a cascade to kill all beneath it. Guns can be blind-fired if Bryce detaches limbs holding them, which may potentially be used to create a deadly crossfire.

Bryce will suffer no ill effects from any if this—he's immortal, after all—and can easily reacquire and attach his limbs. Players will have to

Motivations?

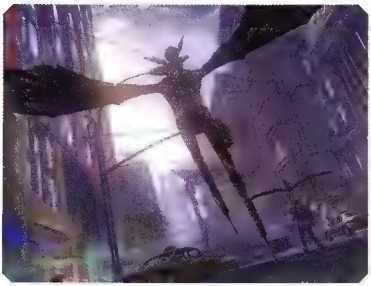
Revenge!
Demon hunter Bryce lost a battle against a demon lord, and was cursed with immortality. He has to want revenge, and lots of it.

A good story!
Bryce is a yappy sort. Killing the demon king would only add to his vast repertoire of thrilling tales.

Love?
It's been a long time since the demon king killed Bryce's wife. Could our hero be looking for a friend (or more) in Arcadia?

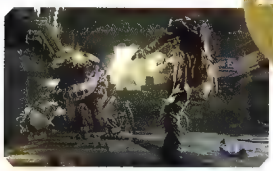
Death!
What do you give a man who's avoided the grim reaper for five centuries? A plot, a tombstone, a nice eulogy, and an eternal rest

Detached limbs can be used as mobile gun platforms.



The city has been taken over by ravenous demons bent on humanity's destruction. Everywhere, there is death and chaos. We call this "rush hour." Excessive horn-honking is called for.

EXCLUSIVE SHOTS PlayStation



Bryce is missing a leg here. It's the one he uses to kick field goals with.

Exploding furniture? It's all part of the job for a dedicated demon killer.

make some tradeoffs here, of course; losing a leg means Bryce will have to hop and thus move a lot slower than he normally would, and so on.

"*NeverDead* will force you to change your way of building your strategy because of its different rules," says Nojiri.

Action-laden sequences have the dual-weapon wielding Bryce and his partner Arcadia duking it out against huge demons, one of which seems to be adorned with ceramic cherubim. Players can arm Bryce with pistols, swords, rifles, and grenade launchers. We've seen extended sequences wherein Bryce's severed head has wobbled and rolled across an active battlefield, collecting discarded limbs one after another: an arm, a leg, the torso, another arm, and a leg, all the while blasting away at one of hell's greatest hits. If nothing else, the game seems firmly entrenched and comfortable with its originality

The game also seems ripe for a two-player cooperative experience, and neither Nojiri nor the British development team Rebellion (*Alien vs. Predator, Rogue Trooper*) will disappoint. There will also be a separate, non-story based online multiplayer mode in which players can opt to play as any combination of Bryces and Arcadias, as well as other characters and/or creatures from the game.

With death's sting removed, *NeverDead* has set itself up as one of videogames' most intriguing propositions for the new year. Bryce, as a character, seems a far cry from the endless parade of boorish space marines, and his relationship with Arcadia might make for fine, and thoughtful, videogame fare. Further, *NeverDead*'s dismemberment mechanics and opportunities for strategic play may well prove to be the proverbial pink duck; an odd bird indeed, but one we'd step over the next guy to see. Here's to *NeverDead*'s life and to-be-determined release date, which couldn't possibly come soon enough. GREG ORLANDO

"Bryce is always joking, because he is despised of everything."

Dev Talk

"SURGEON GENERAL'S WARNING: Emulating *NeverDead* causes serious risk to your health. Bryce is not a part of the human race anymore. Do not try and emulate him. Never."
Shinta Nojiri
game designer and producer

FIRST LOOK Format **PS3** ETA **TBD 2011** Pub **EA Sports** Dev **EA Canada**

Fight Night Champion

Cut me, Mick

Consider *Fight Night Champion* the powerhouse right hook that follows up *Fight Night: Round 4's* punishing left jab: it's the knockout blow for a franchise that already wears the championship belt.

Round 4's standard-setting visuals had our expectations for improvement set at incremental, but even at this early date *Champion's* boxers are startlingly realistic and exhibiting new levels of smooth, fluid movement. Manny Pacquiao seemed so lifelike that we were tempted to invite him over for some Chicken Adobo and to chat about why Floyd Mayweather keeps ducking a showdown.

If the game's Full Spectrum Punch Control delivers the same punch as *Champion's* graphics, we may have no further need to feed our Pay-Per-View budget. ROGER BURCHILL

The all-new Champion mode will add story and drama to the boxing action.

HANDS-ON Format **PS3** ETA **January 2011** Pub **EA** Dev **Visceral Games**

Dead Space 2

The best kind of crazy

We're not sure what we should be more afraid of: the grotesque alien monsters that stalk the sterile metal hallways of *The Sprawl* or the violent zealots who seem to be running the place. They've both got a seriously unhealthy obsession with our man Isaac Clarke, and they've made it abundantly clear that they won't rest until he's dead and digested. Unfortunately for Isaac, he might be more of a threat to himself than all the enemy gunships and bile-spewing abominations combined.

After finally getting our hands on a late breaking build of *Dead Space 2*, our extensive play time left us

Shift 2 Unleashed's car count is in the 100-plus range, but with absolutely no Camrys or Accords.

HANDS-ON Format **PS3** ETA **Spring 2011** Pub **Electronic Arts** Dev **Slightly Mad Studios**

Need For Speed Shift 2 Unleashed

It's not the cars, it's the driver

It's apt that the next installment in *Need For Speed's* simulation line is being developed by Slightly Mad Studios. After all, releasing any driving game within, oh say, a year of a *Gran Turismo* release could be qualified as... slightly mad. But like a metaphorical Miata facing off against a Mustang, the distinction here is that it's not all about cubic inches and car counts.

Gran Turismo touts itself as "The Real Driving Simulator," but *Need For Speed: Shift 2 Unleashed*'s mission statement is to be the real *racing* simulator. As such, the devs are immediately downplaying the notion of competing directly with the *Turismo* series' notorious car-count obsession and anal-retentive attention to every last vehicle detail. The focus instead is to create a race driver-centric experience, one that will remind the player that racing is a physical, visceral event and not the staid, placid affair that *Turismo* presents.

Our first few laps in *Shift 2* revealed one of the key components to creating the more immersive racing experience: the helmet camera view. The driver-oriented in-car perspective isn't limited to crash-induced blurred vision as in the first *Shift*, but rather there are constant visible effects and reactions to physics-based inputs like acceleration, braking, and turn g-force. The initial impression is that yes, the system works; it does produce a more involving sensation but could prove gimmicky in the long run. We'll need to log many more miles with *Shift 2* before we'll be able to determine if capturing a more authentic feel directly correlates to a more enjoyable and satisfying racing game experience. ROGER BURCHILL

Dev Talk

"We want to redefine immersive racing by blending the rush of tearing up the track with the emotional experience of competitive battle. We are also working closely with real-world performance drivers to ensure that the game captures their experience."
Marcus Nilsson
Executive producer

with one simple conclusion: Isaac has gone off the deep end. Seems he's not quite over his first encounter with the church of Unitology and now he's teetering on the edge sanity. Without spoiling too much, the campaign is littered with violent hallucinations that could potentially leave him as dead as any Necromorph.

Perhaps it has something do with the mysterious government agency that seems to be stalking Isaac. Or maybe his visions are tied to The Marker, a supposedly divine alien artifact that's been rebuilt at the behest of misguided bureaucrats. Either way, Isaac's new neurosis gives the game a psychological bent that makes the entire experience that much more unpredictable and intense.

In the original game, Isaac was desperately disconnected from the rest of the world. Now he's never alone...even when he's by himself. SCOTT BOY TERVIN JR.

One Trick Pony Tetris (EA)

"Yep. It's Tetris. In HD. Not that we're complaining."

UPDATE Format **PS3** ETA **Summer 2011** Pub **Codemasters** Dev **Codemasters**

Operation Flashpoint Red River

Once more into the breach

Fans of the classic movie *Aliens* will no doubt rejoice to learn Al Matthews, Sergeant Apone himself, is alive, in his '70s, and according to the developers at Codemasters, still crazy.

Matthews will be barking instructions to players in the "authentically cool" *Operation Flashpoint: Red River*, a first-person shooter set in the former Soviet republic Tajikistan. The titular Red is an actual river in Tajikistan (the Vaksh), and Codemasters has selected the country for its locale (between the hotspots China, Afghanistan, Uzbekistan, and Kyrgyzstan) and because it simply looks like the embattled Afghanistan.

The game is designed around cooperative play, with missions involving fireteams escorting convoys, performing search and rescues, and the like. Players can select one of four soldier types (scout, grenadier, rifleman, and auto rifleman), and earn experience points in order to access weapon modifications and personal enhancements in categories such as endurance, battle readiness, and tactical awareness.

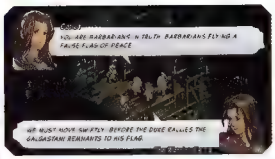
Special game modes expand on the notion of authentically cool. In Last Stand, players are tasked with defending an area against an unending assault. Here, players can command their allies to take strategic positions, man gun emplacements, or simply provide support as the enemy rolls up, first in infantry waves, and then with heavier firepower. **GREG ORLANDO**

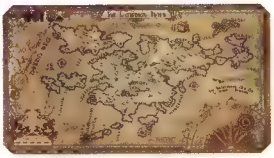
Combatants can't go everywhere in *Red River*. "That's called desertion," the developers say.

Soldiers can pick up enemy weapons, but there'll be incentives to keep the weapons they're given.

Players issue commands such as "don't die" to their squadmates.

With 60-plus potential party members, get ready to play favorites.





FIRST LOOK Format **PSP** ETA **TBD 2011** Pub **Square Enix** Dev **Square Enix**

Tactics Ogre
Let Us Cling Together

From the makers of Final Fantasy Tactics...

Strangely enough, *Tactics Ogre: Let Us Cling Together* doesn't contain any actual ogres. It does, however, have plenty of tactics to go around. A meticulous remake of the classic SNES game, *Ogre* is a textbook turn-based strategy-RPG, complete with grid-based movement, skill points, magic, and enough stat and item management to make our eyes bleed.

But at its core, *Ogre* is all about reputation. Every decision we make for newly orphaned everyman Denam on his melodramatic quest for vengeance through his fictional feudal land affects his alignments with the game's three races. And we mean *every* decision—from selecting dialogue options to picking party members for a battle to setting his birth date. Though Denam's potential character archetypes essentially boil down to good, bad, and neutral, our decisions (and his allegiances) can have a dramatically varied impact on not only the story but also the overall course of the game.

Fortunately, *Ogre* also contains a "do over" mechanic called the Wheel of Fortune allowing us to rewind the game up to 50 turns. If, say, a party member dies, we can revert back to one of several set points throughout the campaign and start fresh from that point on. For a game with such life-consuming depth and enough variables and potential outcomes to make *Fallout* blush, this could save gamers hundreds of hours of replay time.

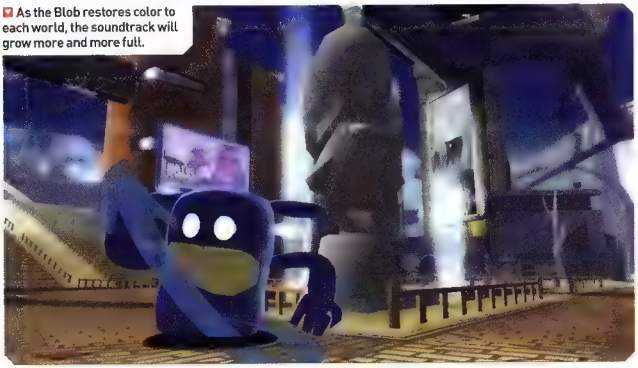
Tacticians

Denam
Ogre's svelte young male protagonist is a blank slate whose personality develops as players make decisions. Choose wisely!

Catiua
Denam's younger, more vulnerable sister (and priestess-class character), she's the game's passive voice of reason.

Vyce
A warrior at heart, Denam's best friend takes an aggressive stance on just about everything. Death or glory, right?

As the Blob restores color to each world, the soundtrack will grow more and more full.



FIRST LOOK Format **PS3** ETA **Q1 2011**
Pub **THQ** Dev **Blue Tongue Entertainment**

de Blob 2

Roy G. Biv's got nothing on de Blob

For those who need a little more color in their lives, *de Blob 2* is here to help. This cutesy puzzle-platformer lets players paint the town red in an effort to liberate an elaborate alien city from the grayscale oppression of a sinister corporation. As the aforementioned Blob, players explore bite-sized open-world environments and complete color and music based challenges, usually by body slamming enemies and absorbing their hues. Color us excited.

HANDS-ON Format **PS3** ETA **Spring 2011** Pub **D3 Publisher** Dev **Vicious Cycle**

Earth Defense Force
Insect Armageddon

Don't bug me while I'm working! Hah!

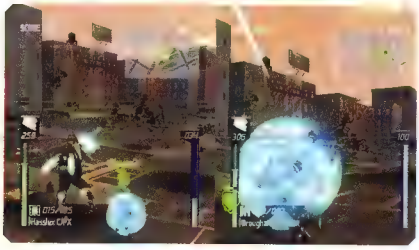
As the noted *Simpsons'* Channel 6 anchorman Kent Brockman once said, "One thing is for certain, there is no stopping them; the ants will soon be here. And I, for one, welcome our new insect overlords."

However, our new overlords will not be greeted warmly, but rather *hotly* by the Earth Defense Force. And if a few buildings get destroyed in the process, well, no omelet was ever made without the breaking of a few eggs.

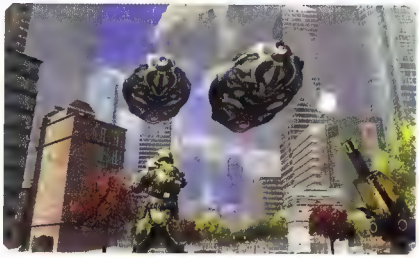
Earth Defense Force: Insect Armageddon offers a deliciously absurd, third-person perspective, run-and-gun styled war pitting giant insects from outer space against Earth's finest soldiers.

The war is straightforward, fast-paced, and should appeal to anyone seeking respite from shooting games with oppressively realistic and serious themes. Players can customize their heroes by choosing first a class, and then purchasing new weapons and armors. *Armageddon's* campaign mode allows for three-man bug extermination squads via the PSN and there'll be six-player survival matches wherein teammates are assaulted, non-stop, by the various creepy-crawlies. Local cooperative play ensures two friends can play via splitscreen.

In short, big bugs, big squash, possibly big fun. Amen.

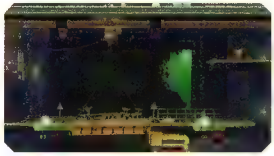


The game holds roughly 300 weapons, as well as a splitscreen cooperative mode for two players who want to play on the same TV.



Use fixed gun batteries to assault the enemy's gigantic ships. And for rough, dry skin, use Palmolive. In fact, *we're soaking in it* right now!

Ah, arcade gaming. Simpler times when death was inevitable but victory sweeter.



HANDS-ON Format **PSN** ETA **Q1 2011** Pub **Capcom** Dev **Fatshark**

Bionic Commando Rearmed 2

Don't jump to any conclusions

Never has a jump button been so controversial. No, really! Like most reboots of retro game franchises, the *Bionic Commando: Rearmed* games stick closely to the classic formula, using a few simple mechanics in endlessly creative ways. In *Commando's* case, those mechanics are side-scrolling shooter action and a stretchy mechanical arm that players can use to grapple and swing their way through elaborate environments full of strategically placed platforms, streetlights, and barrels.

Unlike the first *Rearmed*, the sequel looks to add a few significant changes to that formula—most importantly the ability to jump. Oh it might sound innocent enough, but hardcore fans worried that it would fundamentally alter the franchise's DNA. Rest assured, though: After extensive hands-on time, we're convinced that Nathan "Rad" Spenser's pathetic hop (though occasionally convenient) in no way replaces his mighty bionic arm.

If anything, Spenser's new hops—along with other additions like a passive regenerating health upgrade, a brick-breaking ground-pound attack, and an environment-scanning Biovision ability—give the game a newfound sense of variety and depth. With so many more potential solutions to every puzzle, each level became that much more interesting. Plus, lighting our foes on fire with the napalm gun proved way more satisfying than blasting them with the standard rifle.

Throw in gorgeous 3D graphics, an infectious retro-inspired soundtrack, and full online co-op and presto, and the addictive classic is a PSN hit in the remaking.

Can't wait? Play these

Bionic Commando: Rearmed
Oh sure, this is obvious, but at just $10, we really need to emphasize what a steal this is.

Mega Man 10
Need an uber-tough arcade challenge? Look no further than this superb return to classic side-scrolling form.

Just look at all that bloody splashback! Gobs and gobs of juicy giblets.

FIRST LOOK Format **PSP** ETA **Q1 2011** Pub **Square Enix** Dev **Access Games**

Lord of Arcana

The journey is long, the path...chunkier

Just the other day we thought, "We could really use more meat chunks in our games." *Lord of Arcana*, a brutal action RPG focusing less on the role-playing and more on brutal action, promises PSP screens full of chunky yuck every time a foe is slain. The player customizes a Slayer and begins a journey to harness the power of the Arcana Stones and gain ultimate power, but the main idea behind the game really seems to be: more blood equals more fun. We are totally okay with this.

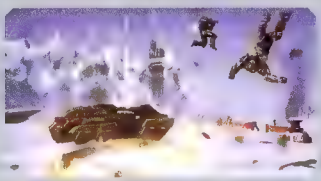
The latest on...

New shots, new games, new info

Section 8: Prejudice

Format **PSN** ETA **Spring 2011** Pub **TimeGate Studios** Dev **TimeGate Studios**

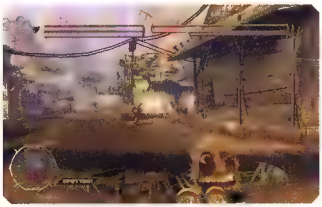
Jetpacks! Tanks! Skydiving! It seems *Section 8: Prejudice* has just about everything players could want from a multiplayer-centric downloadable title. Culling features from some of today's biggest multiplayer franchises, *Prejudice* adds plenty of its own flavor (like skydiving into battle instead of spawning). With 32-player team deathmatches, a deep cooperative horde mode, nine sprawling maps, and full bot support, *Prejudice* feels as fully featured as any full-priced game. Plus, unlike the original *Section 8*, it contains a substantial single-player campaign—complete with an evolving sci-fi storyline—at no extra charge.



LEGO Star Wars III: The Clone Wars

Format **PS3** ETA **February** Pub **LucasArts** Dev **TT Games**

Oh, hush. It's not just another LEGO take on a beloved franchise. This time, players can build things, such as bases that dispatch massive battalions of clone warriors. Also new: The ability to swap between active scenarios.



Oddworld: Stranger's Wrath

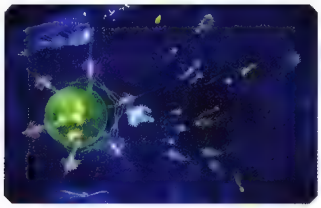
Format **PSN** ETA **March** Pub **Oddmob** Dev **Just Add Water**

The goofy *Oddworld: Stranger's Wrath* throws up a haunted protagonist, one who desperately needs an operation. To pay for it, he'll need to collect live ammunition and blast the hell out of bad guys in the funniest shooter to come down the pike in a long while. Play this, or miss out.

No More Heroes: Heroes' Paradise

Format **PS3** ETA **TBD 2011** Pub **Konami** Dev **AQ Interactive**

What better way to finally take control of Travis Touchdown and his fake lightsaber than with the Move controller. This PS3 exclusive puts us in the role of the No. 11 assassin on his quest to climb the ranks and become the top killer.



MicroBot

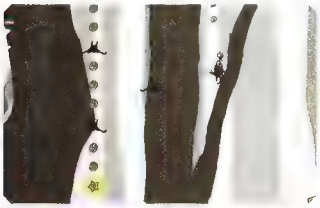
Format **PSN** ETA **Q1 2011** Pub **Electronic Arts** Dev **EA Play**

This quirky, creative dual-stick shooter (think *Asteroids*) casts players as a microscopic robot sent to battle a deadly pathogen one cell at a time...from inside a human body. From blood vessels to bone marrow and beyond, expect plenty of upgrades and some clinical co-op.

Battlefield: Bad Company 2 Vietnam

Format **DLC** ETA **Winter 2010** Pub **Electronic Arts** Dev **DICE**

It looks as if DICE's vehicle-heavy online shooter is getting its very own 'Nam flashback, complete with six new vehicles, 15 era-appropriate weapons, and four brand-new maps featuring foxholes, tunnels, and dense jungles.



The Fancy Pants Adventures

Format **PSN** ETA **Spring 2011** Pub **Electronic Arts** Dev **Borne Games/Over The Top Games/EA 2D**

Quirky and delightful describes this platformer that originated as an indie Flash game. The PSN version features the two original adventures and adds a third that sees the hand-drawn hero Fancy Pants speeding and jumping through levels to save his kidnapped sister Cutie Pants.

Kung-Fu Live

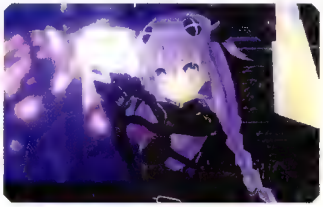
Format **PS3** ETA **Winter 2010** Pub **Virtual Air Guitar** Dev **Virtual Air Guitar**

Live action indeed: The PS Eye tracks players' movements and projects their actions on screen so amateur martial artists can watch themselves beat up on-screen baddies. There's only room on screen for one aspiring ninja at a time, but other players can still pick up controllers and pitch in.

Yakuza Of The End

Format **PS3** ETA **2011** Pub **Sega** Dev **Sega**

Kazuma and his three friends try to prevent their beloved Kamarucho (Tokyo) from being overrun by abominations. Co-op is confirmed, and early gameplay footage shows "tag moves" where one player tosses a grenade to another, who wallops it into a horde of zombies using a baseball bat.



Hyperdimension Neptunia

Format **PS3** ETA **Spring** Pub **NIS America** Dev **Idea Factory**

Human heroes? Furry critters? They're utterly passe. We'd rather play as game consoles come to life in the form of goddesses, fighting to save the world of Gamindustri in a quirky RPG letting us use pics stored on our PS3 to customize heroine Neptune's rear emblem. Really.

Gut Reaction

What's strong and what's wrong

▲Sly 4
Though Sony is mum when it comes to confirming the PS3 sequel, a teaser trailer hinting at the release is unlockable in *The Sly Collection*.

▲HD Remakes
Sly isn't the only one headlining awesome PS2 HD remakes. *Prince of Persia* and *Splinter Cell* are also on the way!

▲Wager Matches
Gambling and guns? *Black Ops* makes us happy.

▼Designer 3D Glasses
What's worse: $225 Gucci 3D glasses? Or that Gary actually wants a pair?

▼Bizarre on the Block
Roger loved *Blur*, but his love was not enough. Let's hope this move is ultimately good for the studio.

▼Twin-Stick Shooters
How many do we really need? Just askin'.

2011's HUGEST GAMES

Yes, that's **Kratos** on our cover. And yes, he's in **Mortal Kombat**. But that's not the only surprise in our top 11 picks for 2011. Every game that made the cut—and believe us, it was a tough cut to make—is bursting at the seams with surprisingly strong character. Whether it's the amazingly customizable hero of **Deus Ex: Human Revolution**, the gorgeous settings in **Killzone 3**, or the luminous star of **Child of Eden**, our picks blew us away with characteristics that elevate these games above everything else slated to grace our PS3s in 2011. These are the ones to watch, and for good reason.

MORTAL KOMBAT

Pub WARNER BROS.
Dev NETHERREALM
Out MARCH

Back in 2D, this classic game franchise gets a new kombatant: Sony's iconic Kratos. Can the God of War hold his own against the immortal elite?

Kratos is koming. No lie. The titular star of Sony's popular and violent *God of War* franchise, Kratos will be a part of *Mortal Kombat* when the fighting game series returns to its gory glory in 2011.

But first, a brief interlude...

In a New York City subway terminal, a phone is ringing. This is pain calling for one Gary Steinman, editor of *PlayStation: The Official Magazine*. Steinman, taking the part of the actor turned brawler Johnny Cage, has just bought a ticket to ride and the trip to Upper Hurtington is strictly one-way.

Cage and his opponent Sub-Zero are fighting in one of *Mortal Kombat's* iconic game stages—the New York Subway arena first appeared in *Mortal Kombat 3*. Steinman as Cage has been frozen solid by Sub-Zero, had his bones shattered and had to endure the grisly affair in a slow-motion cutscene highlighted by an X-ray view, and now is about to serve as an object lesson: Mess with the bull, and *bad things happen*. Sub-Zero grabs Cage, thrusts his face toward a rapidly passing subway car. Cage's face impacts against the subway over and over, spraying blood and dismembered face parts in all directions. Then, as an afterthought, Sub-Zero tosses Cage onto the opposite platform, where he's hit and carried away by a second train.

Mortal Kombat is back. Violence has returned.

Consider this a sea change of sorts for the venerable fighting game franchise. After the more subdued, teen-audience friendly events of *Mortal Kombat vs. DC Universe*, series co-creator Ed Boon decided a new perspective was needed. Thus, this new *Kombat* heralds a return to the series' calling cards: two-dimensional brawling and over-the-top gore-laden shenanigans. Even the story takes *Kombat* back to where it started, replaying the events of the first three *Mortal Kombats*.

"After *Armageddon*," Boon says, "we needed to do something dramatic. *MK vs. DC* was something dramatic, but it wasn't something we were going to continue. To me, it was more of a one-off thing, it was a nice interruption, it was a novelty. Certainly in my head it was time to do that kind of reboot, that wipe-the-slate clean approach to our fighting mechanic. And what more dramatic thing can you do than go from 3D to 2D?"

This isn't the first time the *Kombat* series has shifted its direction. Boon notes *Mortal Kombat: Deadly Alliance* embraced 3D and *Universe* incorporated an entire new set of

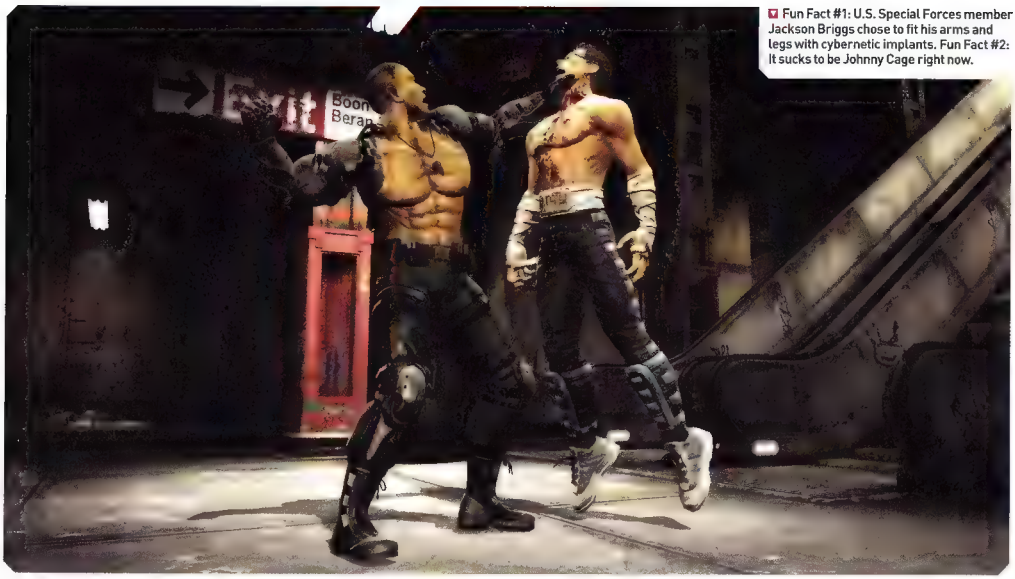
Kratos will have his own combat moves, fatalities, and a God of War-themed fighting arena.

Mortal Kombat is back. Violence has returned.

heroes into its mythos. With the understanding that *Kombat* will always be a fighting game pitting two warriors against one another, Boon says, "I'm a firm believer that if you repeat the same play mechanic, or the same formula, no matter how good it is, fatigue is going to set in. And unfortunately some of our competitors have been doing that."

NEW KOMBAT, AN OLD GOD

Kombat opens with the thunder god Raiden battling the villainous Shao Kahn. The scene comes straight from *Armageddon,* and Raiden is about to be served a steaming bowl of



Fun Fact #1: U.S. Special Forces member Jackson Briggs chose to fit his arms and legs with cybernetic implants. Fun Fact #2: It sucks to be Johnny Cage right now.

painful justice. With his last ounce of godly strength, he reaches out through space and time, to his younger self. Specifically, Raiden contacts the Raiden from the original *Mortal Kombat* to warn him Kahn must not be allowed to become ruler of the universe. Armed with this warning, Raiden and the heroes from *Kombat* will seek to change history. This means copious amounts of face-punching and spine-ripping in a retelling of the first three *Mortal Kombat* games.

It also hints at two very intriguing ideas Although Boon won't speak of the game's final roster, he has stated if players have a favorite character from the first three *Kombats*, there's a 99.9 percent chance he (or she—the franchise has always been an equal opportunity offender) will be included in this new game. Already, Boon and company have showed off a host of the game's popular heroes and villains: the frosty Sub-Zero, warriors Jax and Sonya Blade, the central antagonist Shao Kahn, Zero's arch-enemy Scorpion, and the robotic Cyrax. More are forthcoming, of course, and the roster will be augmented through downloadable content, the developers say.

Also, with history altered, players will be reintroduced to *Kombat's* world in a whole new way. "There will be a lot of twists and turns of the storyline," says Hector Sanchez, the game's producer for art and design. "Some people that were killed off before might survive this time around, and vice-versa." He's referring, of course, to heroes Liu Kang and the aforementioned Cage, both of whom met ignominious ends in *Deadly Alliance* and *Mortal Kombat Trilogy*, respectively.

This war will proceed without the God of War. Kratos will be included in the game as a playable fighter on PlayStation 3, but not in its story mode. Instead, he'll be accessible in the game's arcade mode where, the developers promise, he'll have his own move set, themed fighting stage, introduction, storyline, and fatalities.

It's not the first time *Kombat* has been accommodating to a character from another

creative universe, and the developers are taking Kratos' inclusion in stride. "It was a really huge win for us," Sanchez says about the God's inclusion

"*God of War* is obviously known for being a really bloody, visceral kind of game and so are we," he says. "It's not that farfetched to have him be successful in this universe, in this realm."

Nothing about Kratos' appearance will be shoehorned into *Kombat*, the developers at NetherRealm promise. The developers at Sony Santa Monica, some of whom worked on the *Mortal Kombat* series, are helping facilitate the translation process. They've given NetherRealm full access to Kratos' in-game models, and Boon met with *God of War III* game director Stig Asmussen to further collaborate. There are also plans for a God of War arena,

"Certainly in my head it was time to do that kind of reboot, that wipe-the-slate-clean approach to our fighting mechanic." –*Ed Boon, Kombat co-creator*

complete with its own stage fatality.

"We're going to take just as good care of him as we would expect somebody else would take care of our characters if we ever let them out," Sanchez says.

Three Dimensional Violence

"*Mortal Kombat* has a very distinct personality," Boon says. "It's insanely over-the-top and violent to the point that I don't think anybody can even take it seriously anymore. It's not gruesome. It's just so over-the-top violent that it's like this campy, funny thing."

Kombat has always planted its tongue firmly in its cheek. This new *Kombat* keeps with the semi-serious tradition while, simultaneously, attempting to rip the tongue out of its socket.

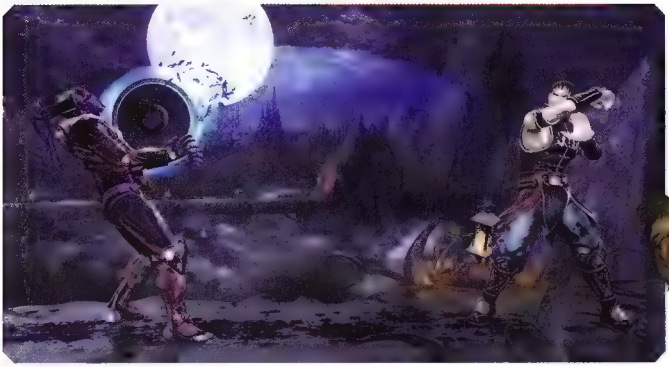
Technology will be employed to promote the violence. The developers note they've created a system in which the in-game blood ages, turning from crimson to a dark blue-black. Graphic updates allow the engine to show warriors both victorious and defeated with visible—there is no delicate way to put this—*chunks* missing from their faces and bodies And, yes, there will be X-rays.

Filling a warrior's super meter allows a player to perform a graphic assault so brutal the game takes a brief pause to reflect on or, possibly, savor it. Here, the game cuts to an

Our Pal Ermac!

Mortal Kombat loves its ninjas. Ermac may seem like just another ninja in a game fairly dripping with ninja, but rest assured: *he is not*. Ermac is, in fact, a collection of ninjas in one body, a telekinetic warrior who came under the control of the evil Shao Kahn in *Ultimate Mortal Kombat 3*.

Anyway, as Ermac is a collection of souls, he speaks of himself in the plural, which makes him a party of one. His fatalities include telekinetic attacks where he lifts an opponent up in the air and then does horrible, terrible things to them. Awful, really.



Filling a warrior's super meter allows a player to perform a graphic assault so brutal the game takes a brief pause to reflect on or, possibly, savor it.

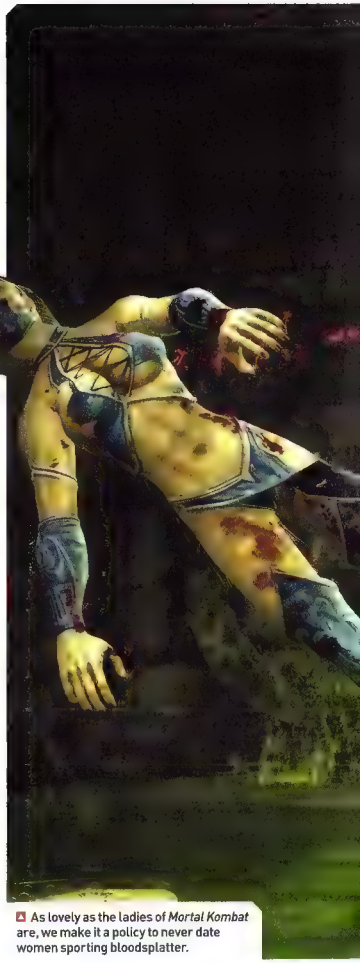
internal view of a fighter as he or she takes a hit from a bone-exploding projectile or melee attack. Skulls shatter, axes get jammed through clavicles, spines disintegrate—Boon and Sanchez liken the attacks to in-game fatalities of a sort. The developers have modeled each character's internals separately, and they'll be wholly accurate to the individual combatants. Robots will have gears for guts. The cold-blooded fiend Reptile will have reptilian innards, and so on.

The rationale here was simple: *Kombat* is violent, and has always embraced the excessive. "We've been showing external damage on our characters for so long, where else do you go but on the insides?" Boon says, simply.

The developers haven't come up with a final name for the X-ray sequences, nor have they decided if these attacks will have lingering effects on a stricken fighter. They do note the attacks will have a strategic value to them, and Kombateers can create multi-hit, health-wrecking combinations then implement the powerful move.

Tag-team mechanics allow for the furtherance of criminal assault. Players can choose a two-man team to fight with, and then employ those heroes strategically for great effect. Sanchez is uncertain if the game will allow for teammates with natural chemistry (as in the military heroes Sonya Blade and Jax) to perform special attacks, but he does note certain characters simply work well from a gameplay standpoint. Sanchez suggests, for example, the Native American Nightwolf and Sub-Zero as an intriguing match.

"Somebody like Nightwolf, whose tag assist move is a pop-up—he comes in, he throws his lightning, and pops the guy up—is a perfect partner for Sub-Zero. He's a character who does not have a pop-up move in his arsenal. But if you're a good juggle player, maybe you would want to pick Nightwolf so you can use that, put your opponent in the air, and perform a juggle move." From there, Sub-Zero could be tagged in, use his patented freezing attack to fix a foe in place, and then create a combination of his own.



As lovely as the ladies of *Mortal Kombat* are, we make it a policy to never date women sporting bloodsplatter.

"It's just so over-the-top violent that it's like this funny, campy thing."
–Ed Boon

Fatalities, both character- and stage-specific moves, finish off the gory package. Jackson "Jax" Briggs, the cybernetic warrior, punts heads as a lesser man would attempt to kick a football for a field goal. He uses his metallic arms to pound foes into the ground like a jackhammer. Folks will get crushed not by the gears of life's cruel machinery, but rather oncoming taxicabs. Missile-firing robots will launch body-exploding projectiles at unfortunate suckers and then additional missiles will target the various flying chunks. Reptile pries open a foe's mouth to vomit acid into it. The razor hat-wearing Kung Lao tosses his hat to the ground where it acts as a makeshift buzzsaw, allowing Lao to drag victims across it and slicing them in two.

Violence has indeed returned. And NetherRealm and publisher Warner Bros. mean for the violence to enter the third dimension as well. The game will be compatible with 3D televisions.

And Then Some

NetherRealm Studios, it should be noted, has a hidden meeting room. It's only accessible to those who... Aw, that would be telling. And this is only revelatory or pertinent because it's inspired by a game series that loves it secrets.

Kombat has always embraced a sense of mystery. It created the legend of the non-playable ninja Smoke in *Mortal Kombat II* and then allowed players to fight as him if they entered a secret code in *Mortal Kombat III* The series has always teased players with red herrings and hidden characters.

What Boon has shown is impressive. *Kombat* has never left, but it's back now, and everything seems to be set for a wonderful celebration of all things excessive and excessively violent

What Boon hasn't shown, what the developers aren't willing to show, might be even better.

THE SURE SHOT

Meet Dan Hagar, the man who will save us at the beginning of Rage, and thus help save humanity.

RAGE

BETHESDA
id SOFTWARE
SEPTEMBER

"John Goodman plays Dan Hagar, the guy that saves you at the beginning of the game."

Tim Willits, creative director at id Software, is talking about his studio's forthcoming shooter, *Rage*. "When you step out of your Arc, you're immediately accosted by a group of bandits; Dan takes them out with a sniper rifle, and says, 'Hey, we need to get the hell out of here.'" These are the first moments of *Rage*, moments that help acquaint the player with the game's particular brand of action and humor. And who better to do so than John Goodman, an actor made legendary for his turns as *The Big Lebowski*'s paranoid Vietnam vet Walter Sobchak and *Raising Arizona*'s escaped con Gale Snoats?

"First of all we needed someone with a gruff, mature voice," Willits says of the decision to cast Goodman. "We also wanted an actor you could, you know, imagine surviving the apocalypse. The personality [he channels] has a bit of the preacher from *O Brother, Where Art Thou*. He also tried to be a little bit fatherly—but not too much, because nobody likes that in a game." After Hagar saves our life, we essentially work for him; Hagar's settlement functions as something of a micro version of those found throughout the rest of the game. It's here we're taught all of the basic stuff we need to know how to do in *Rage*. There's a little vendor who sells bullets, health, and weapon upgrades. In the garage, we're taught how to drive and repair our desert buggy. Hagar's daughter even teaches us how to throw our boomerang-like wingstick.

It's not quite a tutorial, but definitely a way to help us get your bearings. "In *Rage*, there's

"Picking celebrity talent is always difficult. Most times, it doesn't work out as well as you'd like. But with John, he just had a great attitude." –Tim Willits

so much sh–t to do," Willits laughs. "You've gotta deal with your inventory, you've gotta make engineering items, you've gotta deal with ammo types and multiple forms of health, you've gotta learn how to drive around. And you've gotta survive. So for us, this serves as kind of a long introduction to the game, but one you can actually play."

Once Goodman was cast, the process couldn't have been smoother. "Picking celebrity talent is always difficult," Willits says "Most times, it doesn't work out as well as you'd like. But with John, he just had a great attitude; where a lot of actors show up late, he got there 30 minutes early. He said it reminded him of his time doing radio and voiceover work, and that he enjoyed the part."

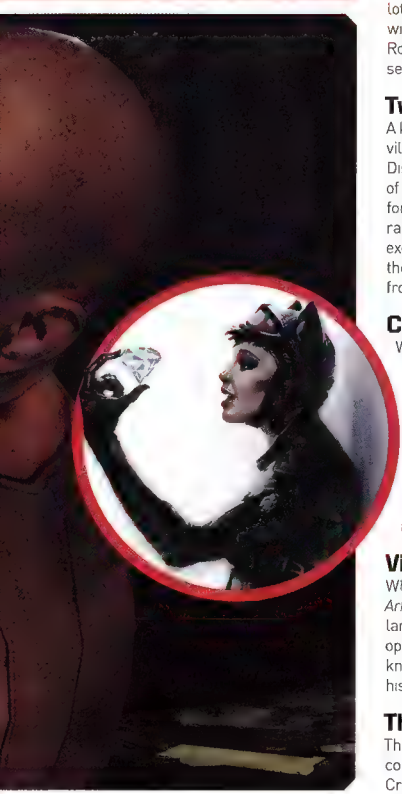
While the character won't be staying by our side for the rest of the game, Goodman's Hagar should make *Rage's* opening act that much better. And it's a great way further immerse us in what's sure to be one of the tightest, liveliest shooters of 2011.

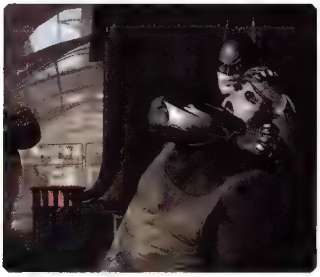
When Hagar's daughter offers to teach us how to use a wingstick, we'll be inclined to listen.

BATMAN: ARKHAM CITY

The Bat's back as criminal madness overflows onto the streets of Arkham City.

WARNER BROS.
ROCKSTEADY
FALL





The first Batman game to capture the feeling of being inside the Dark Knight's cowl was *Batman: Arkham Asylum*, so naturally *Arkham City*—the sequel that promises to be five times bigger—has a lot to live up to. While the Asylum was filled with familiar members of Batman's famed Rogues' Gallery, *Arkham City* will feature several new faces, scarred and otherwise

Two-Face

A key antagonist in *Arkham City* is fan-favorite villain Two-Face: the acid-mangled former District Attorney Harvey Dent, a one-time ally of Bruce Wayne. According to rumors, the former D.A. is pitted against the Joker in a race for gang members and plans to publicly execute Catwoman—another new addition to the cast—as a means to command respect from his fellow City inhabitants.

Catwoman

Whether or not the sensual Selina Kyle acts as a friend or foe to Batman—or both—remains to be seen, but since the Dark Knight will probably be rescuing her from the clutches of Two-Face, we're betting on a rekindled romance between the Cat and the Bat. Based on screenshots, Catwoman will sport her most recent comics outfit, designed by Darwyn Cooke and perfected by artist Jim Lee.

Victor Zsasz

While serial killer Zsasz showed up early in *Arkham Asylum*, rumors have it that he'll play a larger role in the sequel with perhaps even an optional subplot for players to follow. Zsasz is known for carving a tally mark somewhere on his body as a grim reminder of his crimes.

The Joker

The Joker's appearance in *Arkham City* is confirmed. Although the Clown Prince of Crime has been described as being "sick," we'd bet he'll be a force to reckon with.

The Penguin

His Iceberg Lounge makes a brief appearance in the *Arkham City* trailer, leading many to believe that Oswald Chesterfield Cobblepot may show up in the game's story, although this has yet to been confirmed.

Harley Quinn

The Joker's deranged lover was a fan-favorite in *Arkham Asylum* and is back for more mayhem in *Arkham City* sporting a sexy new look.

Hugo Strange

The bald, bespectacled Hugo Strange is in charge of Arkham City and might be working with the Joker. Strange is one of the few people who knows Batman's secret identity.

Mr. Freeze

Voice actor Maurice LaMarche let it slip that he'll be voicing the tragic Dr. Victor Fries, whose attempts to treat his chronically ill wife transformed him into the maniacal, cold-themed villain Mr. Freeze.

Calendar Man

Julian Gregory Day is the date-obsessed villain best known for his appearance in the comics classic *Batman: The Long Halloween*, where he provided insight into the actions of Holiday, a serial killer who struck only on holidays. While his cell appeared in *Arkham Asylum*, early reports hint that Calendar Man plays a role in the sequel.

Talia al Ghul

Other rumors point to an appearance by Talia al Ghul, the daughter of Ra's al Ghul and another former Batman paramour. Ra's al Ghul has defeated death time and again thanks to the mysterious Lazarus Pit, and his daughter, an expert in hand-to-hand combat, acts as his right hand and assassin. In the graphic novel *Batman: Son of the Demon*, Talia bears Batman's son.

Scarecrow

The Scarecrow provided some great moments in *Arkham Asylum*, and some rumors claim he may be working with Hugo Strange in *Arkham City*.

Black Mask

Another hint appearing in the *Arkham City* teaser trailer was the word "Sionis" in the Joker's hideout. Roman Sionis is the Black Mask, a powerful figure in the Gotham City underworld. It's possible that multiple gangs could be vying for control of Arkham City, including one run by the Black Mask.

While the Asylum was filled with familiar members of Batman's famed Rogues' Gallery, Arkham City will feature several new faces, scarred and otherwise.

L.A. NOIRE

PUB **ROCKSTAR** DEV **ROCKSTAR/TEAM BONDI** ETA **SPRING**

There's a bad joke here. *How do you tell if a dame is lying?* In *L.A. Noire*, it's when her lips are moving. Aging actress June Ballard may be singing, but her song is sour. It doesn't take a genius to tell she and the truth have parted ways—acquaintances at best.

Noire captures its actors' facial expressions via a process called motion scanning and translates them directly into the game, making it easy for players to discern truth from fiction; Ballard smirks nervously, won't look directly at the protagonist. These are cues that traditional animation, Rockstar says, wouldn't be able to portray with the crystal clarity motion scanning does.

Ballard is lying. Someone attempted to kill her and now she's lying. Detective Cole Phelps, if he's caught the clues, if he's collected the right evidence, can confront her. Phelps must get to the bottom of this twisted case, which involves two women being drugged and put in a car set to plunge off a cliff, blackmail, statutory rape, shrunken-head movie props, and pornography.

This is the city, the city of Los Angeles—to swipe liberally from *Dragnet*. It is a city of crime.

Phelps, fresh from World War II, has a Silver Star on his chest and a secret locked in his head. He's being fast-tracked in the Los Angeles police force because someone thinks he's a golden boy. That means as he solves cases, he'll be promoted from desk to desk and from patrolman to detective. *Noire* presents Phelps with robberies and murders and, when he's driving around an eight-square-mile representation of 1947 Los Angeles, the opportunity to solve various crimes in progress.

The Ballard case comes when Phelps is working the traffic desk. Phelps must initially gather evidence at the crime scene: a pair of ripped underwear, a movie prop. Talking to people at the scene reveals additional clues, and witnesses can be interrogated. This is necessary to get a complete picture of what happened.

Oddly enough, and as an aside, the Ballard case did happen. The game's crimes are inspired by real-life capers brought before the Los Angeles police, and Rockstar is quick to mention during our preview of the game that a participant's name should not be mentioned. Someone's mistakenly used the man's real name and it must be changed for the final product in order to protect the innocent—or the guilty.

It's here *Noire* shows both its guts and its smarts. It's stabbing at real life, both in terms of the material it presents and the way it presents it. The technology allows for a hyper-realistic, movie-like representation of the actors and their facial expressions, and the game itself requires players to think, to interpret, and to logically string together pieces of evidence to build a case. Players will have to pay attention to a suspect's facial cues, to the way he or she responds to questioning, and then determine how to respond to a witness' statements. Yes, there's brawling to be had, and Phelps will angrily muse, "If I've broken my hand, you're going to get an awful kicking!" after he puts a suspect in a headlock, punches him in the face, and then knee-lifts him. And, yes, there's car chases and shootouts, too. But *Noire* demands more. It's not just *Grand Theft Auto* with the big twist being the protagonist wears a badge.

This is the city, the city of Los Angeles—to swipe liberally from Dragnet. It is a city of crime.

THE LAST GUARDIAN

PUB **SCEA** DEV **TEAM ICO** ETA **LATE 2011**

There are few developers whose names invoke the gravity of Sony's Team Ico. Ever since director Fumito Ueda's 2001 breakthrough title, the team has come to represent the forefront of "emotional connection" in games. In *Ico,* the titular player's interactions with female character Yorda turned the relationship between the pair into gameplay in a way none had done before. Since then, there's seldom been a narrative-heavy videogame whose creators haven't referenced *Ico* as a primary inspiration.

And so it is with considerable anticipation that the team's third title, *The Last Guardian,* begins to come into view. While much remains unsaid about the game (it was initially revealed at E3 2009 and has been shown only in video form since), we do know that the player once again takes on the role of a young boy trying to escape what appears to be an enormous, crumbling castle. Rather than exploring the relationship between a boy and a girl, however, *Guardian* centers on the developing friendship between the boy and a giant griffin-like feathered creature named Trico. Trico is driven by animal instincts and, according to Ueda, it's up to the player to guide the creature by "taking advantage of his natural behavior" in order to complete puzzles.

Indeed, for Ueda much of the creative spark behind *Guardian* came from the interaction between the player and his horse Agro in the 2005 adventure *Shadow of the Colossus.* Ueda has stressed that a central theme of *The Last Guardian* is developing "emotional attachment" between the protagonist and Trico. While Trico is initially hostile toward the boy—the arrows stuck in his back, no doubt, signifying its mistreatment at the hands of other humans—a bond is developed throughout the game.

With HD remakes of *Ico* and *Shadow of the Colossus* coming to PS3 this year with full 3D integration, we'd expect the same from *The Last Guardian.* What's been shown thus far is easily some of the most spectacular game footage we've ever seen, as *The Last Guardian* looks to become yet another landmark achievement on Team Ico's resume.

Guardian centers on the developing friendship between the boy and a giant griffin-like feathered creature named Trico.

The Games of January

[illegible]

Mass Effect 2

We knew for a fact that this title [illegible] most all of our lofty expectations [illegible] Now, after [illegible] the [illegible] version, we can [illegible] and [illegible] way across the galaxy, forging deep, genuine attachments to every character along the way, and now we have [illegible] that BioWare can reproduce the experience perfectly on the PS3.

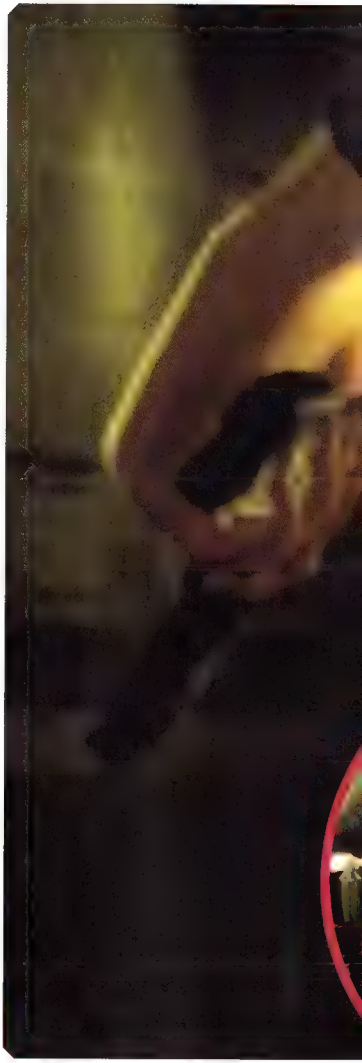
Dead Space 2

That's the problem [illegible] unknown monsters—they always come from [illegible] the [illegible] supernatural space engineer Isaac Clarke is prepared with new weapons and more gravity at hand to handle the larger, more dangerous environment. There is even a creative multiplayer and this game's sure to be a [illegible]

LittleBigPlanet 3

So we not only get a [illegible] dimensional [illegible] but also a platform to build [illegible] about any kind of game we can imagine, complete with programmable features? And it's tighter, deeper and more [illegible] than the original—with improved graphics? We [illegible] like [illegible] pretty good to us.

DEUS EX: HUMAN REVOLUTION



Taken as a whole, *Deus Ex: Human Revolution* may be the single most ambitious game slated for release in 2011. A prequel to the legendary Warren Spector-designed PC titles, *Revolution* marries the extraordinary freedom pioneered by Spector (and continued by the likes of Bethesda and BioWare) with a level of visual sophistication and mechanical refinement usually reserved for games of much smaller scope. Think *Fallout 3* meets *BioShock*, all filtered through Ridley Scott's *Blade Runner*, and that begins to hint at *Revolution*.

Essentially, *Revolution* lets players experience its conspiratorial offerings the way they want to. Any given situation allows for a host of different strategic approaches. Have to access the backroom of an underground club? Sweet talk the bartender. Or, hop a fence in the back to climb through an air vent. Or, hack through the club's security system. None of those sound appealing? Grab one of 20-plus weapons and go in guns blazing or use stealth to pick off one security guard at a time. Many scenarios can be dealt with in as many as seven unique ways, and finding one's voice as a player is half the fun. Should someone so desire, it's possible to play through entirety of the game killing only the bosses.

Set in the year 2027, *Revolution* embraces body modification as well—and we don't mean navel piercings. Augmentations allow players to upgrade the protagonist, Adam Jensen, the way they see fit. These range from X-ray vision to strength augmentations allowing Jensen to rip a hole in a brick wall, to something called Icarus Landing letting him drop in from great heights entirely unscathed. There are body-released claymore mines, a host of speed upgrades, and many dozens more, ensuring that no two Jensens will be the same. Each player is his own unique snowflake of death.

Where the original *Deus Ex* titles quite visibly placed substance over style, *Revolution* has the latter on lockdown. The cyberpunk settings are some of the most spectacular we've seen in a game, ranging from the slums of Detroit to the densely packed, neon rain-slicked streets of Hangsha, China. Combined with some spine-chilling, John Carpenter-esque music and sound design, hundreds of characters brought to life with sparkling dialogue, and themes like the ethics of transhumanism at stake, *Revolution* summons the ghosts of videogames past for an adventure nothing short of epic. The revolution, it seems, will be televised after all. In high definition.

Set in the year 2027, Human Revolution embraces body modification—and we don't mean navel piercings.

PUB SQUARE ENIX
DEV EIDOS MONTREAL
ETA MARCH

No two Adam Jensens will be the same. Each player is his own unique snowflake of death.

THE NEXT DIMENSION OF DEATH

"In multiplayer, 3D players even die a little more often, as they stand and admire certain bits. 3D tourists."
—Simon Ne Feeder

KILLZONE 3

PUB SCEA
DEV GUERRILLA GAMES
ETA FEBRUARY

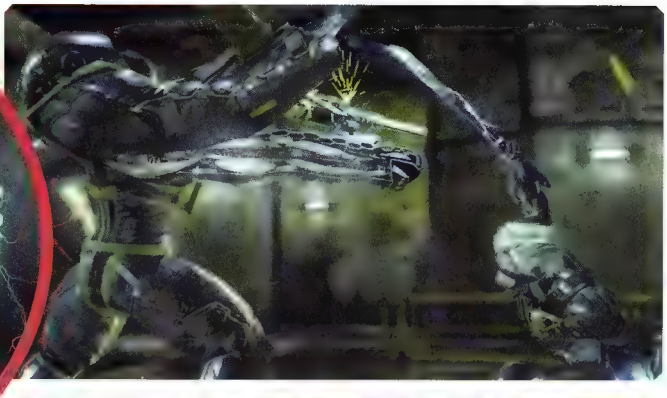
There's perhaps no better showpiece for Sony's new gaming technologies than the first-party, first-person shooter *Killzone 3*. While the previous game was a technical tour-de-force, this iteration brings both stereoscopic 3D graphics and Move support to the table—not to mention jetpacks.

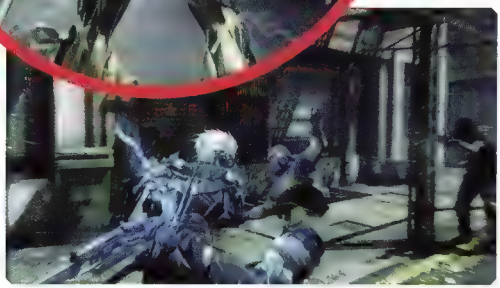
"When we began development on *Killzone 3*, we significantly optimized our engine to ensure that it could handle additional calculations required for features like 3D," senior producer Steven Ter Heide says of the dimensional transition. The result is a game that jumps off the screen, drawing the player into its first-person running, ducking, and shooting like never before. Of course, those still playing on standard high-def sets won't be missing out, as the team is working hard to ensure parity between the 2D and 3D versions of the engine. "Visual immersion is still our primary goal; gameplay-wise, we don't want players with 3DTVs to have an unfair advantage over their 2D peers. We found that in multiplayer, 3D players even die a little more often, as they stand and admire certain bits. 3D tourists."

Further extending the first-person metaphor is the game's integration of Move support. Getting Move into the game was surprisingly easy, according to Ter Heide; the team had a functional prototype up and running in just a few days after receiving the hardware. "The tricky part was making the Move control scheme feel right. We didn't want it to feel like a different version of the DualShock controls; it had to feel like a natural, self-contained input method." Using gestures, the team has created an intuitive experience that's quite different from playing with the dual analog sticks, without having to compromise on gameplay or difficulty level in order to accommodate the new setup. "By experimenting with lots of different control mechanics, button layouts, and sensitivity settings, we were able to come up with something that worked well for the majority of playtesters. But we also provide options to players to adjust things like sensitivity settings or auto-lock mechanisms."

The series' trademark intensity will be back, of course, this time elevated by the incorporation of jetpacks, more agile controls, and a bevy of new vehicles. Stylistically it still sits at the front of the pack, using deferred lighting and other tricks of the trade to bring thousands of glowing light sources to its crumbling, chaotic environments. And crumble they will: "Although *Killzone 2* already had a fair degree of destructibility, we've considerably streamlined the creation process for destructible objects and environments since then," Ter Heide says. "This, coupled with the engine optimizations and tweaks we've made, has allowed us to put more of it in the game." The game's larger environments leave more room for maneuvering, and the result is more stuff to blow up or take advantage of. "This is exactly what we're delivering: more and bigger explosions." Yes, please.

Killzone 3 is a game that jumps off the screen, drawing the player into its first-person running, ducking, and shooting like never before.





METAL GEAR SOLID: RISING

PUB **KONAMI** DEV **KOJIMA PRODUCTIONS** ETA **LATE 2011**

Stealth has always been a core element of the *Metal Gear Solid* series and this doesn't change in the forthcoming *Rising*. But unlike past iterations, *Rising's* stealth will be offensive rather than defensive in nature. Before, players would use stealth to hide until enemies wandered away. Now they must hunt their enemies using what the devs are calling an "active stealth" approach. And if that's not crystal clear enough, "Lightning bolt action" is the game's current tagline; expect aggressive action that challenges the franchise's notoriously measured pace.

Of course, this active stealth action is only possible because *Rising's* protagonist isn't Solid Snake, but rather the cyborg Raiden. As shown in the game's two released trailers, gameplay is keyed around the idea of *zan-datsu*, or "cut and take." Taken literally, this involves *cutting* (through enemies' bodies) and taking (parts from the bodies of dismembered humans, cyborgs, and robots, including health, parts, ammo, items, and information). The player can cut through objects from essentially any angle; it's a matter of where one aims a blue arc, often in slow motion to make aiming more accessible. Trucks, watermelons, doors, and lumbering mecha will all be sliceable—and for the seasoned gamer, sliceable multiple times in the same breath. Again: lightning bolt action. At one point, we see Raiden slice through and then tear a glowing spinal battery from a cyborg enemy, absorbing energy from the battery and then crushing it in his hands.

Of course, all of this will be delivered with Kojima Productions' customary technical precision; thus far, it's been tough to tell what's CG and what's realtime gameplay. Oh, and expect the experience to be up close and personal. At Tokyo Game Show 2010, Sony announced that the PlayStation 3 version of *Metal Gear Solid: Rising* will be in 3D, making it the first game in the series to take the leap into the third dimension.

In Rising, players hunt their enemies using what the devs are calling an "active stealth" approach.

TWISTED METAL

PUB **SCEA** DEV **EAT SLEEP PLAY** ETA **LATE 2011**

As we showcased in our world-exclusive November issue cover story, *Twisted Metal* is already shaping up to be one of 2011's best multiplayer experiences. But we crave more details! Here's everything else we know, right from the tweets of the game's outspoken creator David Jaffe

Jaffe says... "Settling in to some gameplay tuning. Think I'll blast some Ke$ha. And yes, one of my multiple personalities is a 12-year-old girl. Clearly."
We interpret... *Twisted Metal* will appeal to 12-year-old girls. Clearly.
Jaffe says... "Would love to do TM PS3 in 3D but as I understand it, game needs to run at 60fps and we will run stable but not at 60fps."
We interpret... I don't want to wear those stupid glasses while making this game.
Jaffe says... "I don't want to mix other PS characters into TM world. To me the world of TM is very pure and self contained. Same with GOW."
We interpret... Kratos won't meet Sweet Tooth until the inevitable *Kratos Team Racing*.
Jaffe says... "Would LOVE to do a TM graphic novel!!!! Looking into it along with other stuff but no news yet. Graphic novel wud rock!!!"
We interpret... "DC, Marvel... Call me."
Jaffe says... "This new 1p will be more varied than ANY TM 1p in the past. We are not abandoning 1p. It's just the longevity of the game is MP."
We interpret... Yes, there's a story, but it's warm-up for the main event.
Jaffe says... "What matters more in the new TM? Online co-op or player created 100% custom vehicle skin support?"
We interpret... Pick one. The other will vanish like Amelia Earhart.
Jaffe says... "Yes the new TM will have a narrative but only intro and ending. In between it's level 2 level."
We interpret... It's a car-combat sandwich, with story for bread.
Jaffe says... "Again, Scott and I f-king HATE fast deaths in FPS. This game is in many ways our answer 2 that."
We interpret... The multiplayer mode is full of slow, painful deaths.
Jaffe says... "Not a racer at all. Mortal Kombat+Unreal Tournament+Creepshow+ Hollywood Stunt and Car Chases=TM."
We interpret... You can rip out spines, capture the flag, bury Ted Danson in the sand, and set your car on fire.
Jaffe says... "I [expletive deleted] HATE xp and would love to ship w/out any of that [expletive deleted]. Just tracks wins/loses and leaderboard stats but no ranking. [expletive deleted] HATE that [expletive deleted] so bad. Just not sure we can ship a shooter these days without it."
We interpret... "You will earn XP in *Twisted Metal*, even though I [expletive deleted] hate it."

"Mortal Kombat+Unreal Tournament+Creepshow+ Hollywood Stunt and Car Chases=TM." –David Jaffe

We Know They're Coming...

We just don't know when. Here's these new's in waiting.

CALL OF DUTY 6

A month past, [illegible] Call of Duty. For any other game franchise, that would mean [illegible] a sight or perhaps an [illegible]. But Activision has proven it can deliver with this franchise, even weathering the Infinity Ward meltdown to deliver the best *Call of Duty* yet with Treyarch's *Black Ops*. We can't wait to see who we'll be pummeling [illegible] in 2011.

UNCHARTED 3 AMONG THIEVES

We can see the head[illegible] "Best Game of E3 2011." Here's how it's play out. Deny, deny, deny, speculate, rumor, leak, more denials, then as Sony's press conference wraps up [illegible] comes Nathan Drake, back to reclaim his spot as the big hero on PS3.

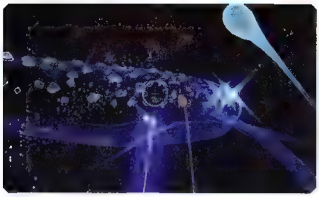
grand theft auto V

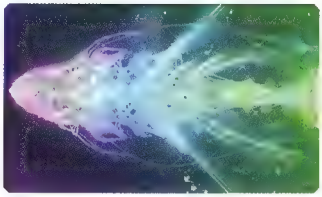
Q: Rockstar, why must you be so coy? Can't you just confirm this is coming in 2011? Now, to be perfectly fair, we have no leaks, no rumblings coming out of Rockstar's dev teams, no indications from salivating the company's financial reports... but this will come and we'd prefer it sooner than later. If we don't [illegible], and that sucks it.

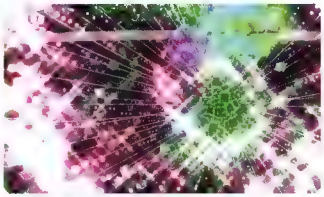
CHILD OF EDEN

PUB UBISOFT
DEV Q ENTERTAINMENT
ETA MARCH

Expect nothing less than a spectacular ride through the airwaves of psychedelia.







Few games have been as long awaited as *Child of Eden*. The spiritual successor to the PlayStation 2 classic *Rez*, the game once again represents the best efforts of creative visionary Tetsuya Mizuguchi to explore *synesthesia*—attempting to integrate vision, sound, and interaction into one seamless, compelling experience. It's a music game in roughly the same way *Full Metal Jacket* is a war movie: It both embraces and simultaneously deconstructs the genre, providing a surreal, at times psychedelic ride through the machine.

To summarize: The player controls Lumi, the first human born in space, as she makes her way through an AI matrix to save Project Lumi from a virus attack, and reproduce a human personality. If that sounds a bit odd—it most certainly is. Essentially, the game involves shooting various objects that come onscreen; when destroyed, each produces a musical and visual effect, all of which are multiplied exponentially when pulled off with skill. In addition to the lock-on style gameplay of *Rez* (select multiple enemies and then simultaneously fire at all of them), the player can also make use a vulcan cannon shooting a constant spray of bullets directly at selected enemies.

While the game has been central in Microsoft's Kinect marketing campaign, the PlayStation 3 may indeed prove to be the game's first home. Although Move support hasn't been made official, it's all but a sure thing; the stylized action is perfectly suited to motion controls, and the increased precision, multiple buttons, and rumble functionality all make it a more accurate, more immersive input device. (Oddly enough, the Move controller itself becomes a spiritual successor to the Rez Trance Vibrator.) As of now, though, the game will be playable with standard DualShock controllers.

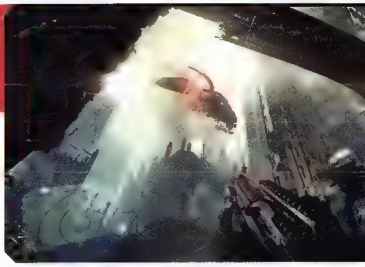
Eden will feature five levels (called archives), each with a different visual theme; these will be emergent, changing based on the previous playthrough (the team is also including a "no lose" option similar to *Rez's* Traveling mode. Matrix, Beauty, and Evolution have been shown thus far; in Evolution, the player heads toward an abstract whale with neon barnacles, firing musical bullets until the environment changes from oceanic to galactic, and the whale transforms into a burning phoenix. Expect nothing less than a spectacular ride through the airwaves of psychedelia.

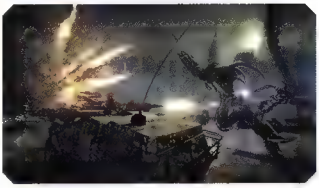
The player controls Lumi, the first human born in space, as she makes her way through an AI matrix to save Project Lumi from a virus attack.

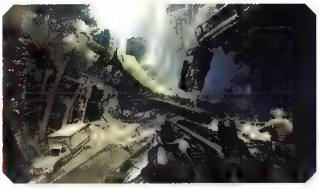
The big city lends itself to a wide range of new experiences and combat scenarios.

CRYSIS 2

PUB ELECTRONIC ARTS
DEV CRYTEK
EST. MARCH







From *Far Cry* to *Crysis*, German developer Crytek is nothing if not consistent in its naming conventions throughout its 11-year existence. And the same goes for its setting of choice: Until now, the developer has used its powerful CryEngine only to render lush jungles and outdoor landscapes, broken up by the occasional hut or military stronghold. This time around, however, things are different: Welcome to Crytek's version of the Big Apple.

"We are depicting New York in our own 'Crysis Urban Jungle' style," says Nathan Camarillo, executive producer of *Crysis 2*. "The portrayals of New York in *I Am Legend*, *Cloverfield*, and *The Day After Tomorrow* were all very unique, so they each now 'own' a unique version of the city. With *Crysis 2*, we are going to do exactly this."

Camarillo cites the hard work the team put in trying to capture such details as the way light transitions through the buildings, using hundreds of location photos and numerous lighting tests to achieve the unique balance of reflected light bouncing off the stone and brick. "It becomes an epic journey, set in the frame of the most recognizable city in the world," he says. "We avoid the obvious clichés [of] doom and gloom; we used the power of CryEngine to deliver beautiful natural dappled lighting, detailed environments, and an elegant stylized reality that supports the drama of an alien invasion."

This particular New York also transforms over the course of the campaign, due to some unforeseen explosive events. And the urban transformation isn't purely cosmetic: The big city lends itself to a wide range of new

"Play future warfare as the ultimate super soldier. You need to save New York, and the Nanosuit allows you to be the weapon." –Nathan Camarillo

New York proves to be the ultimate urban jungle—a perfect setting to test out the versatility of the Nanosuit.

experiences and combat scenarios. The increased verticality, for one, offers the opportunity to approach the gameworld in layers. "The player can jump between different floors, or onto buses or trucks, drop down into craters and fissures in the streets, and leap from one building to the next," says Camarillo. "As a result, the player can be much more mobile in a real city playground and can change his position more often."

It's the return of the Iron Man-esque Nanosuit that allows the player all of this freedom: Instead of four static modes, the two most popular modes (stealth and armor) have been expanded, and complemented with power, speed, and tactical information. On top of the increased agility, the player can activate and layer either armor or stealth, depending on individual play style. "We don't tell you how to play," says Camarillo. "We give you the tools to play future warfare as the ultimate super soldier. You need to save New York, and the Nanosuit allows you to be the weapon." Think: Sprinting and jumping out a window, only to activate cloaking and disappear before landing behind enemies and silently taking them out.

The same holds true for *Crysis 2*'s vastly expanded multiplayer mode, with the gameplay centering around letting each player harness the power of the Nanosuit in their own way. "Not only do players get to unleash the power of the Nanosuit against the opposing team, but its versatility allows players to adapt in real time to the combat situation." Crytek is building maps to take full advantage of the suits and allow for some truly superhuman attacks. "Who wouldn't want to snipe from a rooftop, and then seconds later jump through a greenhouse and smash their friends into the ground with a devastating melee attack?" Grandmas aside, we're drawing a blank. With full support for 3DTV and a story penned by acclaimed sci-fi author Richard Morgan, *Crysis 2* is shaping up to be one of 2011's most explosive shooters.

Personal Picks

A few more of our editors' favorites to keep an eye on

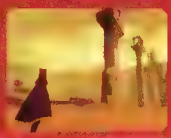
Marvel vs. Capcom 3

"How could I possibly say no to triple-digit combos and screen-filling special attacks performed by all my favorite comic book heroes? With approachable, fast-paced action and a roster that includes everyone from Wolverine to *Devil May Cry*'s Dante, this game's bound to appeal to gamers of all stripes."
SCOTT BUTTERWORTH

Portal 2

"It began with cake and ended with lies. In between, we were treated to one of the best action-puzzlers of this generation. And with the sequel, *Portal 2*, we can now bring a friend along for co-op puzzling. That alone gets my pre-order."
ANNE LEWIS

Journey



"Forget big games. I'm going with one of the smallest games of 2011—but it's one that might also have the biggest emotional impact. This charming PSN title wants to reinvent how we communicate with other players—and if anyone can pull that off, it's the talented team at thatgamecompany."
BARRY STEINMAN

I RESOLVE TO BE A BETTER GAMER...

51 ways to improve the PlayStation experience in 2011

By Ryan Taljonick | Illustration by John Kachik

It's the same story every year: On January 1, we begin again with a hefty helping of resolutions that, come January 3, we've quickly forgotten. Get a better job? Not in this economy. Join a gym? Can't afford it with our meager salary. Update our wardrobe? Not until we lose some weight (tough to do without that gym membership). And so it goes. As the weeks trudge onward, motivation dwindles, promises are broken, and, as a result, a unicorn sheds magical tears of sorrow.

But when it comes to the PlayStation, we often forget the wealth of opportunities to improve our lot in life. Whether it's taking advantage of PlayStation applications, breaking bad gaming habits, or finally playing a few PlayStation essentials, we've got you covered.

These bad habits will break me... if I don't break them first.

1. I won't be so obsessive about Trophy hunting.

2. I will finish games I've already started.

3. I won't be a closet gamer.

I won't be embarrassed to admit I'm a gamer. Ever. There's nothing wrong with openly enjoying the most immersive and rewarding hobby on the planet.

4. I won't flail my controller around as if I'm playing a motion game, even though I'm not.

According to scientific research, leaning to the side and using my controller as a steering wheel does not affect my vehicle when playing a non-motion controlled game.

5. I will remove the "xxx" prefix and suffix from my PlayStation Network ID. I will finally admit to myself that it does not make me triple-awesome.

6. I will stop eating Cheetos and Chinese takeout leftovers while holding my DualShock.

7. When playing online games, I won't leave my headset active while not in use.

Because no one wants to hear me argue with my mom about what a bad son I am.

8. I won't buy games just because they have cute female protagonists.

X-Blades? Sigh. And feeble excuses about looking for a new hack-'n'-slash title or researching cutting-edge "armor" technology that involves a few pieces of thread and a bikini top won't cut it.

9. I won't be a [illegible].

It's okay if I have a bad day on the online scoreboards. I won't sully my reputation by joining the glut of trash-talking tweens when the competition isn't going my way.

10. I won't troll and pick fights online.

Most players go online for some friendly competition, not to listen to my semi-literate attempts to equate foes to my evolutionary predecessors or to witness my in-game character perform an act that shares its name with a relatively new political party.

Blu-ray Classics I promise to watch

11. The Lord of the Rings: Motion Picture Trilogy

12. District 9

13. Fight Club

14. The Dark Knight

15. Scott Pilgrim vs. The World

The PS3: It only does everything. Time to actually start doing it.

16.
I will download and store videos directly to my PS3's hard drive.

The PlayStation Store has tons of movies available for rental or purchase. Downloading a full-length film without leaving the house is incredibly convenient. (Warning: Only one download is allowed for each movie purchased. Upgrading the PS3's hard drive could result in the loss of the entire video library.)

17.
I will give Netflix a try and stream my favorite movies and TV shows online without ever leaving the house.

18.
I will use my PS3 as my jukebox.

Importing audio onto a PS3 is simple: Just select the audio CD under the Music menu, press the Triangle button, and select import from the Options menu. Audio files can also be imported via USB flash drive. Not only can I listen to music straight from my console, I can replace the soundtrack of some games, such as *Burnout Paradise* and *Killzone 2* (multi-player only), with my own tunes.

19. I will set up my PC as a media center to stream content to my PS3.

All I need to do is enable media sharing of videos, music, and photos on my PC via Windows Media Player to start streaming content directly to my PS3. (To access a PC, select the Search for Media Servers option on the PS3. Mac users will have to rely on third-party software, such as Elgato's EyeConnect or Nullriver Software's MediaLink.)

Because my friends need to see the latest exploits of Charlie the Unicorn on the big screen. Web browsing on the PS3 is as easy as opening the Internet browser application. While popular destinations such as YouTube and Facebook have quick links on the side of the homepage, an address bar can be opened by pressing the Start button. An extensive options list can be accessed by pressing the Triangle button.

21. I will print out evidence of my awesomeness.

Why stop with verbal gloating over a mind-blowing victory? Capture the moment with a screenshot, print it out directly from the PS3, and then snail-mail it to the loser. After connecting and configuring a compatible printer (a list can be found at http://bit.ly/976yum), printing screenshots and images from the PS3 library is as easy as selecting an image and using the print option.

22. I won't let distance stop me from using my PS3.

Yes, I want to view my videos and photos, access the PlayStation Store, and even play certain games, all from a handheld device. That's where Remote Play comes in: It's a nifty feature that, once set up, will let me access my PS3 over a Wi-Fi connection using my PSP. To access Remote Play, connect and register a PSP to a PS3 through the console's Settings menu. After registration, just access Remote Play on the PSP. It's that simple!

23.

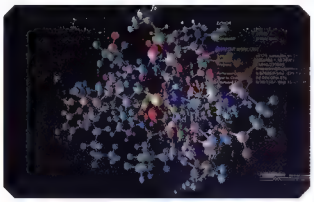
I will check out "What's New" on the PlayStation Network. Accessing this channel instantly provides the latest news on PlayStation applications, games, and movies.

24. I won't hide behind voice chat anymore.

Using the PS3's high-quality video chat option is incredibly easy. After connecting a PlayStation Eye or web camera, access the Start New Chat option from the Friends menu. From there, up to six people can be invited from the Friends List into a video chat session. It's perfect for everything from family updates to special meetings with an online clan.

25. I will finally return Home.

This free application is a unique social gaming network in which PlayStation users create and customize a personal avatar and meet other players. More than 100 free mini-games are available, and achieving high scores will net further avatar and world customizations, making the constantly improving PlayStation Home a game in its own right.



26. I will help cure diseases.

The Life with PlayStation application presents an interactive globe while streaming live news and weather information for various cities throughout the world. Additionally, the application automatically puts a PS3 to work by participating in Stanford University's computing-intensive project, Folding@home, which is aimed at uncovering cures for diseases such as Alzheimer's and various forms of cancer. The project's data-crunching workload is distributed across a vast network of participating PS3s to increase productivity.

27. I will use my PS3 to annoy my friends on Facebook.

Accessed through Account Management, this feature will post my latest Trophies, acquisitions, and game events to my Facebook news feed. Take that, *FarmVille!*

GOOD TIMES BEGIN WITH GOOD HABITS

PS. I won't turn down

We have remembered to be a trial. We sometimes forget to take a break, and sometimes we don't even realize we're playing a game. We're so engrossed in the game we don't realize how long we've been playing. Sometimes we get so engrossed in the game we don't realize how long we've been playing. Sometimes we get so engrossed in the game we don't realize how long we've been playing.

29.

I will subscribe to *PlayStation: The Official Magazine.*

30. I will organize and take better care of my games and Blu-rays.

Scratched discs and a precarious pile of jewel cases can only lead to trouble. I will invest in some media storage furniture or shelving, then learn the Dewey Decimal System to organize my library. Or, perhaps, alphabetical order is enough.

31. I will try before I buy.

Free demos exist for a reason. Duh.

32. I will get my family more involved with gaming.

It all begins with a family (video)game night to share my favorite hobby with my loved ones. Rest assured, once I get that PlayStation Move controller into their hands, it's a simple progression to the DualShock, and then it's on to *Call of Duty* online domination!

PSN DEALS I REFUSE TO PASS UP

33. Hoard

The premise of *Hoard* is simple: control a fire-breathing dragon and loot as much gold as possible while preying on towns, capturing princesses, and surviving the onslaught of would-be heroes. Surprisingly difficult, this tiny package contains monumental amounts of fun.

34. Flower

An original and aesthetically pleasing indie title, *Flower* is a uniquely relaxing game in which players control the wind by utilizing the PS3's Sixaxis control capabilities. Soaring through this game's vibrant environs is enjoyable and rejuvinating.

35. Braid

Braid is an innovative puzzle game requring players to slow, rewind, and fast-forward time to proceed through its ambiguous and mature narrative. Players will have to don their thinking caps if they hope to successfully navigate this tricky (but rewarding) puzzler.

PS3 gems I will play and love

36. Valkyria Chronicles

A fluid blend of quick-paced strategy and tactical role-playing (sans the traditional grid-based map), *Valkyria Chronicles* presents an endearing and mature narrative depicted through gorgeous cel-shaded animation. Offering a staggering amount of freedom atypical to its genre, the World War II-esque tactical game is a masterpiece.

37. Demon's Souls

Developed with hardcore gamers in mind, *Demon's Souls* is an unforgiving action-RPG that first mocks players, then destroys them, then dares them to continue playing. For those hardy enough to press on, the game is an incredibly rewarding experience that successfully bonds old-school challenge with new-school depth and polish.

38. Brütal Legend

A hard-to-define mix of real-time strategy and action-adventure, with a slathering of Tim Schafer's unique wit, *Brütal Legend* features an incredibly talented vocal cast and a soundtrack with more than 100 heavy metal melodies, all wrapped up in one, er, *brütal* package.

39. Bayonetta

Bayonetta seamlessly marries over-the-top action with stylish execution. Overflowing with excellent animation, sexual innuendo, and a seductive heroine whose hair can morph into a deadly weapon, the game offers an unparalleled hack-'n'-slash experience that's as fun to watch as it is to play.

40. Split/Second

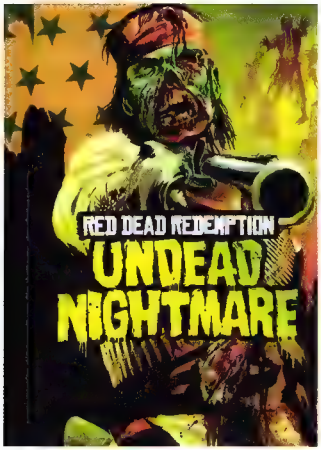
An arcade-style racing game at its heart, *Split/Second* separates itself from the pack by boasting high-quality explosive environments. It's not uncommon to race down the track and have a building collapse directly ahead, destroying opponents while simultaneously forcing the player to dodge the resulting debris at blistering speeds.

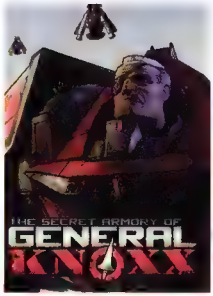
41. Red Faction: Guerrilla

Taking a sledgehammer to dynamically destructive buildings is *Red Faction: Guerrilla*'s greatest appeal. Mars needs to be liberated from its militant oppressors, and said liberation requires the demolition of anything and everything using guns, explosives, and a hammer—all while quoting Ahnold (aka the Governator) from *Total Recall:* "See you at the party, Richter!"

42. Heavy Rain

This interactive drama merges film noir with innovative context-based gameplay focused aroound one man's selfless quest to save his son from a clue-obsessed serial killer. Every decision has potentially dire consequences that affect the game's outcome, warranting multiple playthroughs of this one-of-a-kind title





DLC I promise to download

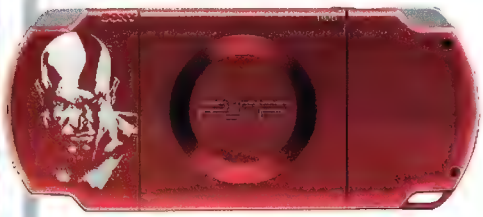
43. Red Dead Redemption: Undead Nightmare
Murderous bandits, deceitful salesman, and loose women: the American Wild West had seen it all—until the zombie infestation?! Follow John Marston once more as he explores zombie-infested towns in search of a cure to rid the Western frontier of the undead. This memorable add-on provides unique mounts, new weapons and enemies, and hours of zombie-slaying satisfaction.

44. Borderlands: The Secret Armory of General Knoxx
Looking to squeeze more satisfaction out of Pandora? *The Secret Armory of General Knoxx* offers the best bang for your *Borderlands* buck. Continuing the story arc of the original game, this content-rich (and challenging) DLC provides new vehicles, quests, enemies, tons of loot, and a level cap increase to 69

45. Mafia II: Jimmy's Vendetta
Tip: Never double-cross a bald-headed mafioso. Adopting an arcade-style, score-based approach to the streets of Empire Bay, this action-driven package provides more than 30 extra missions ranging from vehicle thefts to guns-blazing assassinations.

46. BioShock 2: Minerva's Den
Revisit the underwater utopia of Rapture in *Minerva's Den*, a robust add-on that provides a look at the crumbling city's AI supercomputer and a narrative surrounding its creators. This expansion features a new plasmid and the fearsome Lancer Big Daddies. Expect a solid four hours of gene-splicing action.

47. Fallout 3: Broken Steel
This addition offers the highest content-to-dollar ratio in the *Fallout 3* experience. Continue an existing game, join the Brotherhood of Steel, and rid the Capital Wasteland of the Enclave forever. In addition to an increased level cap from 20 to 30, count on new weapons, enemies, perks and Trophies. It's time to kick V.A.T.S. and take names.



THESE PSP CLASSICS MIGHT HAVE SLIPPED PAST ME, BUT I'LL FINALLY FIX THAT

48. Patapon
This original mix of rhythm, strategy, and action puts players in control of a small army of odd creatures that respond to drum commands. *Patapon's* musical sequences—used to send warriors to battle—have a way of embedding themselves in player's brains and revisiting them in their dreams.

49. Half-Minute Hero
Time management is the focal point of *Half-Minute Hero*, a uniquely bite-sized RPG with huge ambition. Each of the game's quests allows the player 30 seconds to level up, obtain equipment, and save the world, making it a fast-paced and enjoyable old-school 8-bit throwback.

50. Shin Megami Tensei: Persona 3 Portable
Don't be put off by the odd name. *Shin Megami Tensei: Persona 3 Portable* offers a fascinating plot with a new female protagonist and additional social links. Successful streamlining makes the game conveniently accessible to newcomers of the beloved RPG series.

51. Jeanne d'Arc
A tactical RPG set in 15th-century France, *Jeanne d'Arc* provides an astonishing amount of depth and an intriguing retelling of Joan of Arc's tragic tale. The often overlooked game sports vibrant visuals, deep customization, and exciting combat.

PS3 GETS MASS

FOUR MMOS ARE SET TO CONQUER OUR CONSOLE

SIVE

by Tracey John

As a competing console has suggested, it's good to play together. While we agree with that slogan, it's far, far better to wreck stuff and kill things together. So gather friends fair and foul–they'll be needed for the mayhem to come as four massively multiplayer online titles are headed to PlayStation 3.

DC UNIVERSE ONLINE ETA Q1 2011 | Pub Sony Online Entertainment | Dev SOE Austin

Heroic Endeavors

Superman? Batman? Wonder Woman? Forget about playing them in *DC Universe Online*. The big three are in the game, but they're off-limits in the story-driven campaign, as are the other iconic DC comic book superstars: Flash, Green Lantern, Martian Manhunter. Even the lesser known or eminently forgettable DC heroes such as Matter-Eater Lad and Brother Power the Geek aren't playable, and to this we say: big deal. *DC Universe* lets players create their own heroes, jumpstart their own legends and, of course, dropkick evil in the general vicinity of next Tuesday.

It all starts with a whopper of a story. DC Comics' chief creative officer Geoff Johns, who's also known for penning the *Infinite Crisis*, *52*, *JSA*, and *Blackest Night* comic books, wrote a story allowing throngs of new superheroes to enter this massively multi-player online arena. After extraterrestrial android Brainiac takes over the future, Superman's arch nemesis Lex Luthor comes back in time to warn the present-day heroes and villains. He also gives them stolen "exobyte" technology granting superpowers, for good or ill, to average folks such as the player's character.

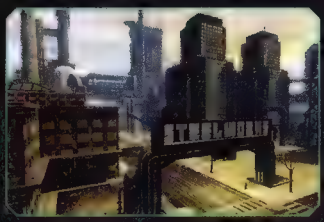
"We had to justify all these new characters," game director Chris Cao says. "We didn't want the player to feel like an afterthought. We wanted to make sure players are feeling very integrated into the universe, that they have a place and a purpose, and that they're connected to their character."

One way to make that personal connection to a superhero or supervillain is the ability to choose a hero's powers and costume. The detailed character creation lets players pick everything: gear, skin type, weapons, powers (such as fire, gadgets, mental), personality ("flirty," "comical," and "serious"), a heroic or villainous mentor (like Wonder Woman or Circe), and movement (flight, acrobatics, superspeed).

Once a character is established, the game takes the player-character through a journey from superpowered noob to a full-blown hero or villain who can hold his own alongside iconic characters such as Batman and the Joker. "We make you feel super, not just through the powers or that growth," Cao says, "but through these specific story instances where suddenly you have the upper hand, where [if you're a villain] you can eventually take on Superman." And for the folks at SOE Austin, that meant having *action*—lots of it. Powered by Unreal Engine 3 an engine typically used for shooters like *Borderlands* and *Unreal Tournament*, the game has moment-to-moment action and "a huge amount of physics." The games metahumans can pick up and hurl buses and other objects at enemies in the game—just like any superhero should.

CLOBBERING TIME

When we do get our hands on the game we learn that unlike most MMOs, it's more than just hot keys and healing potions; *DC Universe* plays more akin to *God of War* than *World of Warcraft*. As we engage in multi-phase boss



Unlike most MMOs, DC Universe's combat is fluid and driven by combos.

battles, like fighting Scarecrow and his hallucinogenic minions, the combat is fluid and driven by combos. And as we level up, we unlock more powerful combos, each with different attributes and animations. Combos aren't only based on weapons, but also our chosen superpowers and movement abilities. Our fighting style is determined by our weapon and powers, and upgradeable ranged and melee attacks are available too.

It's not just *DC Universe's* active combat that's atypical. The game eschews other MMO pitfalls—such as the frustrating deaths that often have a character running for 10 minutes from the cemetery to get to his corpse. In *DC Universe*, there's no death; players get "knocked out" and are respawned nearby or can be revived quickly by other players or non-player characters, and the biggest penalty a hero receives is wear and tear on his gear. The quest designers also abstained from having players return to the quest-giver when a quest is completed. Why? Because superheroes have communicators. "You can just say, 'Hey I did it!' and they're like, 'Sweet,'" Cao laughs. "Because that's just artificial inflation, right? That's wasting your time to go back for no real reason!"

The user interface is also noticeably different from other MMOs. This is an action game, so it simply can't accommodate a screen cluttered with rows and rows of action bars. "It's not a console thing so much as, in our game, you literally punch and move, so there's not a way to translate that to a [user interface] mode," Cao says. "The UI has honestly been our hardest challenge in making the game, but I think a lot of it has come together."

Aside from the combat and simplified UI, the game's still an online role-playing game in every sense of the term—it's an expansive, persistent realm with both Player-versus-Environment (PvE) and Player-versus-Player (PvP) servers, talent and skill trees, and plenty of instances. The game world is about 900 square blocks in size and prominently features the cities of Metropolis and Gotham, as well as many landmarks from the DC canon. The Hall of Doom and the Watchtower serve as central hubs to the game, where players can talk to iconic characters, trade and repair items, and enter the "Legends System," a PvP arena where players temporarily leave their characters as they take on the roles of classic DC heroes and villains. But besides the main story and the quest lines revolving around the other DC characters players help out (called "episodes"), there are also side-missions—queued private instances called "alerts, popping up throughout the game—as well as an extensive achievement system with a multitude of tasks, or "feats," to complete. (And don't worry: there's also full Trophy support for Trophy whores.)

Cao also declares *DC Universe* will launch with a "full and robust" end game with four- to eight-player raids as well as dual modes allowing a player and a friend to quickly jump in for a 15-minute adventure. "We support full-on guilding and raiding, so we have an entire spectrum of things for you to do once you've hit max level," he says. The level cap will be 30 at launch and the developers estimate it will take players about 40 hours or so to go through one of the storylines (there are six, one for each mentor— Superman, Batman, Wonder Woman, Lex Luthor, Joker, and Circe).

"For MMOs right now, people believe players pay a subscription fee because it takes a long time to reach max level and I'm challenging that assumption with this game," says Cao of all the content in *DC Universe*. "I'm designing this game so that you want to pay us $15 a month because there's constantly new stuff being added and you're just having fun playing with your friends."

FINAL FANTASY XIV ETA March 2011 Pub Square Enix Dev Square Enix

Massively Fantastical

Final Fantasy may have had its first turn as a massively multiplayer online console game for the PlayStation 2 with *Final Fantasy XI*, but now it's the PS3's turn. *Final Fantasy XIV* released for the PC last September and will be coming to the PS3 this March.

In *XIV*, players will quest in the region of Eorzea, battling mythical foes alone or with friends and leveling up in the skill-based progression system. The game's job system, called the Armory System, allows players to wield different weapons and craft tools, altering the development and the appearance of their player-characters.

"We believe the most important aspect of any *Final Fantasy* game has been character growth, and *Final Fantasy XIV* tries to maintain a focus on that theme," producer Tanaka Hiromachi says. "The Armory System allows the freedom to customize that growth, and through that growth new doors to adventure are opened for players and their companions."

As with *XI*, *XIV* offers cross-platform play. That means when the PS3 version launches, console gamers will be able to quest with those playing on the PC version. According to the development team, the content and the gameplay for the PS3 will remain identical to the PC version, and this cross-platform play is key in the developers' minds. "In the case of most MMORPGs, user population plays a significant role in a game's playability—the more people online, the more alive the game world becomes," game director Komoto Nobuaki says. "One of the ways to ensure highly populated worlds is by increasing the number of portals from which players can log on, and cross-platform compatibility helps to promote this."

Console gamers will be able to quest with those already playing on the PC version.

Released on PC for beta testing, the game has taken some lumps, and even the head of Square Enix, Yoichi Wada, admitted *XIV* wasn't up to par. Specifically, the game was knocked for its complicated interface and lackluster item-crafting scheme. Patches will address these concerns, Square says, and, hopefully, this bodes well for the PS3 version.

"One of our main goals is to lure those fans of the franchise who may have never played an MMORPG into trying *Final Fantasy XIV*," Nobuaki says. "But to achieve that goal, we had put extra focus on aspects of the series that those same fans have come to expect—a dynamic character growth system, a rich character-driven storyline, and graphically stunning, dramatic cutscenes. We also made sure that fan-favorite series staples—including popular characters and creatures—have found their way into the game, but in all-new ways."

THE AGENCY ETA **TBD 2011** Pub **Sony Online Entertainment** Dev **SOE Seattle**

Spies Like Us

The developers working on Sony Online Entertainment's oft-delayed spy-themed MMO have been taking their subject matter seriously. So seriously, in fact, that the game's been under wraps for quite a while. But all kidding aside, lead designer Rory McGuire assures us *The Agency* will see release in 2011. Despite some changes to the development team and the gameplay, the game is shaping up to become a fully fleshed-out online first-person shooter—the likes of which have never been seen before on the PS3.

"Without getting into specifics, the things that changed have simply gotten better," McGuire says in an answer worthy of an undercover agent. What hasn't changed is the premise: *The Agency* is still about becoming an elite agent, where players will join a world of spies and mercenaries, leveling up by battling supervillains, and waging a shadow war against other players. Would-be agents customize their gadgets, weapons, and gear; gather aliases, secret hideouts, and operatives; and enlist the help of other players to create a joint agency. "While the numerous factions in the game all have in-depth stories and globe-shaking plots associated with them, the greatest story is about the player and his journey," McGuire says. "We're taking the core aspects of a shooter and wrapping them firmly in a massively multiplayer, class-based game with heavy progression."

Making such a game has its pitfalls. McGuire explains the most difficult part is managing the expectations of both the FPS and MMO players. The former expect high-res environments and pixel-perfect precision; the latter want quantity—long-term experiences and depth of play. "We're attempting to fulfill the expectations of both groups, which is certainly not an easy task."

FREE REALMS ETA **TBD 2011** Pub **Sony Online Entertainment** Dev **SOE San Diego**

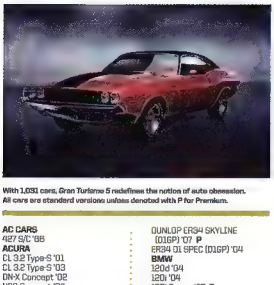
Let Freedom Ring

World of What? Sony Online Entertainment's hugely successful all-ages fantasy MMO *Free Realms* has taken young PC gamers by storm. Launched in April 2009, the free-to-play game now has over 10 million players and SOE is hoping that the title's popularity on the PC will translate to the PS3. The game is slated for release on PS3 in 2011 and SOE promises to deliver the same gameplay experience as the PC (though there won't be any cross-platform compatibility).

With *Realms,* players can explore, battle, and do all manner of wackiness in an online world. It's possible to play as a wizard *and* a ninja in the game—or for those with decidedly different tastes, as a dog or cat. With 16 jobs (there's also warrior, chef, miner, kart driver, soccer star, and adventurer), 30,000 wearable items, and over 800 quests, players get the full MMO experience—Player-versus-Environment battles, dueling, crafting, mini-games, exploration, and community features—for free. Paying to play is optional, but paid members ($4.99 a month) get to level their jobs past level 4 up to the level cap and can enjoy an additional 400 quests. There's also an in-game marketplace where any user can purchase items such as clothes, weapons, pets, rides, furniture, power-ups, and other character customizations.

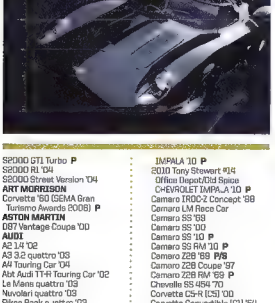
While the core game content on both platforms is the same, PS3 players can use voice chat (so they won't have to use the keyboard attachment for their PS3 controllers) and enjoy the addition of Trophies "We've got dozens of Trophies ready to go, several of which are hidden," says the game's producer Ryan Wells. "And as an extra layer in *Free Realms,* we've included in-game titles that players can proudly display over their heads for each of the Trophies they've earned."

Need a lift?

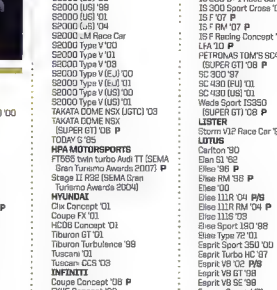


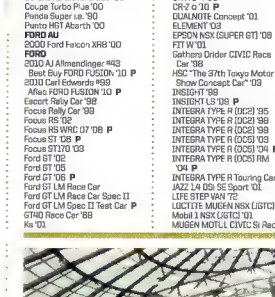
With 1,031 cars, Gran Turismo 5 redefines the notion of auto obsession. All cars are standard versions unless denoted with P for Premium.

AC CARS
427 S/C '66
ACURA
CL 3.2 Type-S '01
CL 3.2 Type-S '03
DN-X Concept '02
NSX Concept '04
INTEGRA TYPE R '01
NSX '91 **P/S**
NSX RM '91
NSX '04
NSX Coupe '97
RSX Type-S '04
AEM
S2000 (SEMA Gran Turismo Awards 2005) **P**
ALFA ROMEO
147 2.0 TWIN SPARK '02
147 GTA '02
147 TI 2.0 TWIN SPARK '05 **P**
155 2.5 V6 TI '93
156 2.5 V6 24V '98
156 2.5 V6 24V Sportwagon '98
8C Competizione '08 **P**
Brera Sky Window 3.2 JTS
Q4 '06 **P**
Giulia Sprint GTA 1600 '65
Giulia Sprint Speciale '63
GIULIA TZ2 carrozzeria da
ZAGATO CNAR750106 '65
(Pebble Beach Concours
d'Elegance Gran Turismo
Trophy 2009) **P**
GT 3.2 V6 24V '04
GTV 3.0 V6 24V '01
Spider 3.0L V6 24V '01
Spider 1600 Duetto '66
ALPINE
A110 1600S '73
A310 1600VE '73
AMUSE
Carbon R (R34) '04
NISMO 380RS Super
Leggera **P**
S2000 GT1 '04
DUNLOP ER34 SKYLINE
(D1GP) '07 **P**
ER34 D1 SPEC (D1GP) '04
BMW
120d '04
120i '04
135i Coupe '07 **P**
320i Touring Car '03
330i '05
2002 Turbo '73
Concept 1 Series ti '07 **P**
M3 '04
M3 Coupe '07
M3 CSL '03
M3 GTR '03
M3 GTR Race Car '01
M5 '05
M6 '08 **P**
McLaren F1 GTR Race Car '97
M Coupe '98
V12 LMR Race Car '99
Z4 '03 **P/S**
Z4 M Coupe '08 **P**
BUGATTI
Veyron 16.4 '09
BUICK
GNX '87
Specia '62 (SEMA Gran Turismo
Awards 2003)
CADILLAC
CTEN Concept '02
CALLAWAY
C12 '03
CHAPARRAL
2J Race Car '67
2J Race Car '70
CHEVROLET
2010 Dale Earnhardt Jr #88
AMP Energy/National Guard
CHEVROLET IMPALA '10 **P**
2010 Jimmie Johnson #48
Lowe's CHEVROLET
IMPALA '10 **P**
2010 Juan Montoya #42
Target CHEVROLET
IMPALA '10 **P**
2010 Tony Stewart #14
Office Depot/Old Spice
CHEVROLET IMPALA '10 **P**
Camaro ZR0C-2 Concept '98
Camaro LM Race Car
Camaro SS '69
Camaro SS '10
Camaro SS '10 **P**
Camaro SS RM '10 **P**
Camaro Z28 '69 **P/S**
Camaro Z28 Coupe '67
Camaro Z28 RM '69 **P**
Chevelle SS 454 '70
Corvette C5-R C5R '00
Corvette Convertible (C1) '54
Corvette Coupe (C2) '63
Corvette GRAND SPORT (C4) '96
Corvette Stingray Convertible
(C3) '69 **P**
Corvette Stingray J46 350
(C2) '68
Corvette Z06 (C2) Race Car '63
Corvette Z06 (C5) '01
Corvette Z06 (C5) '04 **P**
Corvette Z06 (C6) '06 **P**
Corvette Z06 (C6) RM '06 **P**
Corvette Z06 (C6) '10
Corvette ZR1 (C6) '09 **P/S**
Corvette ZR1 (C6) RM '09 **P**
Silverado SST Concept '02
SSR '03
CHRYSLER
300C '05
Crossfire '04
Prowler '02
PT Cruiser '00
CITROËN
2CV Type A '54
C3 1.6 '02
C4 Coupe 2.0VTS '05 **P**
C5 V6 Exclusive '03
Citroën C4 WRC '08 **P**
GT by Citroën Concept '04 **P/S**
GT by Citroën Race Car **P**
GT by Citroën Road Car **P**
Xsara 3.0L V6 Exclusive '00
Xsara Rally Car '99
Xsara VTR '03
CIZETA
V16T '94
DAIHATSU
Copen Active Top '02 **P/S**
Copen Detachable Top '02
Cuore TR-XX Avanzato R (J) '97
Midget II D type '91
MIRA TR-XX Avanzato R '97
MOVE Custom RS Limited '02
MOVE CX '05
MOVE SR-XX 2WD '97
MOVE SR-XX 4WD '97
OPO-1 Concept '07 **P**
SIRION CX 2WD (J) '98
SIRION CX 4WD (J) '98
STORIA X4 '00
DMC
DeLorean S2 '04
DODGE
Challenger R/T '70 **P**
Challenger R/T RM '70 **P**
Challenger SRT8 '08 **P**
Charger 440 R/T '70
Charger Super Bee 426
Hemi '71
RAM 1500 LARAMIE Hemi
Quad Cab '04
Viper GTS '98
Viper GTS '02 **P**
Viper GTS R Concept '00
Viper GTS-R Team Oreca
Race Car '00
Viper GTS-R Team Oreca
Race Car '00
Viper SRT10 '03
Viper SRT10 ACR '08 **P**
Viper SRT10 Coupe '06 **P**
DOME
DOME-ZERO Concept '78
EAGLE
Talon Esi '97
BEAT '91
BEAT Version F '92
BEAT Version Z '93
Castrol MUGEN NSX (JGTC) '00
CITY Type R '93
CIVIC 1500 3door 25i '93
CIVIC 1500 3door CX '79
CIVIC SIR-II (EG) '91
CIVIC SIR-II (EG) '92
CIVIC SIR-II (EG) '93
CIVIC SIR-II (EG) '95
CIVIC TYPE R '08 **P**
CIVIC TYPE R (EK) '97 **P/S**
CIVIC TYPE R (EK) RM '97 **P**
CIVIC TYPE R (EK) '98
CIVIC TYPE R (EP) '01
CIVIC TYPE R (EP) '04
CIVIC TYPE R (EP, EU) '01
CR-X del Sol S-R '92
CR-X SR '90
CR-Z α '10 **P**
DUALNOTE Concept '01
ELEMENT '03
EPSON NSX (SUPER GT) '08 **P**
FIT W '01
Gathers Drider CIVIC Race
Car '98
HSC "The 37th Tokyo Motor
Show Concept Car" '03
INSIGHT '99
INSIGHT LS '98 **P**
INTEGRA TYPE R (DC2) '95
INTEGRA TYPE R (DC2) '96
INTEGRA TYPE R (DC2) '99
INTEGRA TYPE R (DC5) '03
INTEGRA TYPE R (DC5) '04 **P**
INTEGRA TYPE R (DC5) RM
'04 **P**
INTEGRA TYPE R Touring Car
JAZZ 1.4 DSI SE Sport '01
LITE STEP VAN '72
LOCTITE MUGEN NSX (JGTC) '01
Mobil 1 NSX (JGTC) '01
MUGEN MOTUL CIVIC Si Race
Car '98
NSX (SUPER GT) '08 **P**
NSX '90
NSX '93
NSX '96
NSX '97
NSX '99
NSX '01
NSX Type R '92
NSX Type R '02 **P/S**
NSX Type S '97
NSX Type S '99
NSX Type S '01
NSX Type S Zero '97
NSX Type S Zero '99
NSX-R Concept '01
NSX-R Prototype LM Race Car
NSX-R Prototype LM Road Car
ODYSSEY '03
PRELUDE Si VTEC '91
PRELUDE SIR '90
PRELUDE SIR S-spec '98
PRELUDE Type S '98
PRELUDE Type S '98
RAYBRIG NSX (JGTC) '00
RAYBRIG NSX (SUPER GT) '06 **P**
S500 '83
S600 '64
S800 '66
S800 RSC Race Car '68
S2000 '99
S2000 '01
S2000 '03
S2000 '05 **P**
S2000 (EU) '99
S2000 (EU) '01
S2000 (EU) '03
S2000 (US) '99
S2000 (US) '01
S2000 (US) '04
S2000 LM Race Car
S2000 Type V '00
S2000 Type V '01
S2000 Type V '03
S2000 Type V (EJ) '00
S2000 Type V (EJ) '01
S2000 Type V (US) '00
S2000 Type V (US) '01
TAKATA DOME NSX (JGTC) '03
TAKATA DOME NSX
(SUPER GT) '06 **P**
TODAY Q '85
HPA MOTORSPORTS
FT565 twin turbo Audi TT (SEMA
Gran Turismo Awards 2007) **P**
Stage II R32 (SEMA Gran
Turismo Awards 2004)
HYUNDAI
Cha Concept '01
Coupe FX '01
HCD8 Concept '01
Tiburon GT '01
Tiburon Turbulence '99
Tuscani '01
Tuscani CCS '03
INFINITI
Coupe Concept '08 **P**
FX45 Concept '02
G20 '90
G35 COUPE '03
G35 Coupe '06 **P**
G35 Sedan '03
ISUZU
VEHICROSS '88
4200R Concept '89 **P**
Bellett 1600 GT-R '68
PIAZZA XE '81
JAGUAR
E-TYPE Coupe '61
S-TYPE R '02
XFR '10
XJ13 Race Car '66 **P**
XJ220 '92
XJ220 LM Race Car
XJR-9 LM Race Car '88
XK Coupe Luxury '07 **P**
XKR Coupe '98
XKR Coupe '10 **P**
XKR R Performance '02
Car '97
NB60 '97
NSX '90
NSX '93
NSX '96
NSX '97
NSX '99
NSX '01
NSX Type R '92
NSX Type R '02 **P/S**
NSX Type S '97
NSX Type S '99
NSX Type S '01
NSX Type S Zero '97
NSX Type S Zero '99
NSX-R Concept '01
NSX-R Prototype LM Race Car
NSX-R Prototype LM Road Car
ODYSSEY '03
PRELUDE Si VTEC '91
PRELUDE SIR '90
PRELUDE SIR S-spec '98
PRELUDE Type S '98
PRELUDE Type S '98
RAYBRIG NSX (JGTC) '00
RAYBRIG NSX (SUPER GT) '06 **P**
S500 '83
S600 '64
S800 '66
S800 RSC Race Car '68
S2000 '99
S2000 '01
S2000 '03
S2000 '05 **P**
S2000 (EU) '99
S2000 (EU) '01
S2000 (EU) '03
S2000 (US) '99
S2000 (US) '01
S2000 (US) '04
S2000 LM Race Car
S2000 Type V '00
S2000 Type V '01
S2000 Type V '03
S2000 Type V (EJ) '00
S2000 Type V (EJ) '01
S2000 Type V (US) '00
S2000 Type V (US) '01
TAKATA DOME NSX (JGTC) '03
TAKATA DOME NSX
(SUPER GT) '06 **P**
TODAY Q '85
HPA MOTORSPORTS
FT565 twin turbo Audi TT (SEMA
Gran Turismo Awards 2007) **P**
Stage II R32 (SEMA Gran
Turismo Awards 2004)
HYUNDAI
Cha Concept '01
Coupe FX '01
HCD8 Concept '01
Tiburon GT '01
Tiburon Turbulence '99
Tuscani '01
Tuscani CCS '03
INFINITI
Coupe Concept '08 **P**
FX45 Concept '02
G20 '90
G35 COUPE '03
G35 Coupe '06 **P**
G35 Sedan '03
ISUZU
VEHICROSS '88
4200R Concept '89 **P**
Bellett 1600 GT-R '68
PIAZZA XE '81
JAGUAR
E-TYPE Coupe '61
S-TYPE R '02
XFR '10
XJ13 Race Car '66 **P**
XJ220 '92
XJ220 LM Race Car
XJR-9 LM Race Car '88
XK Coupe Luxury '07 **P**
XKR Coupe '98
XKR Coupe '10 **P**
XKR R Performance '02
JAY LENO
Tank Car '03
JENSEN
Interceptor MkIII '74
LAMBORGHINI
Countach 25th Anniversary '88
Countach LP400 '74
Gallardo LP 560-4 '08 **P**
Miura P400 Bertone Prototype
CN0706 '67 (Pebble Beach
Concours d'Elegance Polyphony
Digital Trophy 2006) **P**
Murciélago LP 640 '03 **P**
Murciélago LP 670-4 Super-
Veloce '09 **P**
NOMAD Diablo GT-1 (JGTC) '00
LANCIA
DELTA HF Integrale
Evoluzione '91 **P/S**
DELTA HF Integrale Rally Car '92
DELTA S4 Rally Car '85
STRATOS '73
STRATOS Rally Car '77
LAND ROVER
Range Stormer Concept '04
LEXUS
BANDAI DOREZZA SC430
(SUPER GT) '08 **P**
DENSO DUNLOP SARD SC430
(SUPER GT) '08 **P**
ENEOS SC430 (SUPER GT) '08 **P**
GS 300 '91
GS 300 '00
GS 300 Vertex Edition (J) '00
IS 200 '98
IS 200 (J) '98
IS 200 GT-1 Race Car '04
IS 300 Sport Cross '01
IS F '07 **P**
IS F RM '07 **P**
IS F Racing Concept '08 **P**
LFA '10 **P**
PETRONAS TOM'S SC430
(SUPER GT) '08 **P**
SC 300 '97
SC 430 (EU) '01
SC 430 (US) '01
Wade Sport IS350
(SUPER GT) '08 **P**
LISTER
Storm V12 Race Car '99
LOTUS
Carlton '90
Elan S1 '62
Elise '96 **P**
Elise RM '96 **P**
Elise '00
Elise 111R '04 **P/S**
Elise 111R RM '04 **P**
Elise 111S '03
Elise Sport 190 '98
Elise Type 76 '01
Esprit Sport 350 '00
Esprit Turbo HC '87
Esprit V8 '03 **P/S**
Esprit V8 GT '98
Esprit V8 SE '98
Europa Special '71
Evora '09 **P**
Motor Sport Elise '99
MARCOS
Mini Marcos GT '70
MASERATI
GranTurismo S '08 **P**
MAZDA
110S (L10A) '67
110S (L10B) '68
323F '93
787B Race Car '91 **P/S**
Atenza Concept '01
Atenza Sport 25Z '07 **P**
Atenza Sports 23Z '03
Atenza Touring Car
Autozam AZ-1 '92 **P/S**
Axela 23S '03
BP FALKEN RX-7 (D1GP) '03
Carol 360 Deluxe '92
Cosmo Sport (L10A) '67
Cosmo Sport (L10B) '68
DEMIO CL-X '99
DEMIO SPORT '03
efini RX-7 Type R (FD) '91 **P/S**
efini RX-7 Type R (FD) '93
efini RX-7 Type RS (FD) '96
efini RX-7 Type R-S (FD) '95
efini RX-7 Type RZ (FD) '92
efini RX-7 Type RZ (FD) '93
efini RX-7 Type RZ (FD) '95
efini RX-7 Type RZ (FD) '98
Eunos Roadster (NA Special
Package) '89 **P/S**
Eunos Roadster J-Limited (NA)
'91 **P/S**
Eunos Roadster J-Limited II
(NA) '93
Eunos Roadster SR-Limited
(NA) '97
Eunos Roadster S-Special Type
I (NA) '95
Eunos Roadster V-Limited
(NA) '95
Eunos Roadster V-Special Type
II (NA) '93
Familia Sedan Sport 20 '02
Furai Concept '03
KUSABI Concept '03
Lantis Coupe 2000 Type R '93
Mazda2 '03
Mazda6 5-door '03
Mazda6 Concept '01
Mazda6 Touring Car
Mazdaspeed Atenza '05
MX-5 (NA) '89
MX-5 1.8 RS (NB_J) '98
MX-5 1600 NR-A (NB_J) '04
MX-5 1600 RS (NB_J) '00
MX-5 1600 RS (NB_J) '04
MX-5 1600 RS (NB_J) '98
MX-5 Miata (NA) '89
MX-5 Miata 1.6 RS (NB_J) '98
MX-5 Miata 1600 NR-A
(NB_J) '04
MX-5 Miata 1600 RS (NB_J) '00
MX-5 Miata 1600 RS (NB_J) '04
MX-5 Miata J-Limited (NA_J) '91
MX-5 Miata J-Limited II
(NA_J) '93
MX-5 Miata SR-Limited
(NA_J) '97
MX-5 Miata S-Special Type I
(NA_J) '95
MX-5 Miata VR-Limited
(NA_J) '95
MX-5 Miata V-Special Type II
(NA_J) '93
MX-5 Miata V-Special Type I
(NA_J) '95
MX-5 VR-Limited (NA_J) '95
MX-5 V-Special Type II
(NA_J) '93
MX-5 V-Special Type I
(NA_J) '95
MX-Crossport Concept '05
Protegé '02
Roadster 1.8 RS (NB) '99
Roadster 1600 NR-A (NB) '04
Roadster 1600 RS (NB) '00
Roadster 1600 RS (NB) '04
Roadster RS (NC) '07 **P**
RX-7 GT-LIMITED (FC_J) '85
RX-7 GT-X (FC) '90 **P/S**
RX-7 GT-X (FC_J) '90
RX-7 LM Race Car
RX-7 Spirit R Type A (FD) '02 **P/S**
RX-7 Type R (FD_J) '91
RX-7 Type R (FD_J) '93
RX-7 Type R Bathurst R (FD) '01
RX-7 Type RS (FD) '98
RX-7 Type RS (FD) '00
RX-7 Type RS (FD_J) '96
RX-7 Type R-S (FD_J) '95
RX-7 Type RS-R (FD) '97
RX-7 Type RZ (FD) '00
RX-7 Type RZ (FD_J) '92
RX-7 Type RZ (FD_J) '93
RX-7 Type RZ (FD_J) '95
RX-7 Type RZ (FD_J) '96
RX-8 '03
RX-8 Concept (Type-I) '01
RX-8 Concept (Type-II) '01
RX-8 Concept LM Race Car
RX-8 Type E '03
RX-8 Type S '03 **P**
RX-8 Type S '03
SAVANNA RX-7 GT Limited
(FC) '85
SAVANNA RX-7 INFINI III
(FC) '90
MCLAREN
F1 '94 **P**
MP4-12C '10
MERCEDES-BENZ
190 E 2.5 - 16 Evolution II '91
190 E 2.5 - 16 Evolution II
Touring Car '92
300 SL Coupe '94 **P/S**
A 160 Avantgarde '98
C 63 AMG '08 **P**
CL 600 '00
CLK 55 AMG '00
CLK-GTR Race Car '98
CLK Touring Car C0
E 55 AMG '02
Sauber Mercedes C9
Race Car '89
SL 55 AMG (R230) '02 **P/S**
SL 65 AMG (R230) '04
SL 500 (R129) '98
SL 500 (R230) '02
SL 600 (R129) '96
SL 600 (R230) '04
SLK 230 Kompressor '98
SLR McLaren '03
SLR McLaren 19-inch Wheel
Optional '08 **P**
SLS AMG '10 **P**
MERCURY
Cougar XR-7 '67
MG
MGF '97
TF160 '03
MINE'S
BNR34 SKYLINE GT-R N1

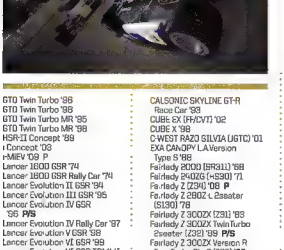


S2000 GT1 Turbo **P**
S2000 R1 '04
S2000 Street Version '04
ART MORRISON
Corvette '60 (SEMA Gran
Turismo Awards 2006) **P**
ASTON MARTIN
DB7 Vantage Coupe '00
AUDI
A2 1.4 '02
A3 3.2 quattro '03
A4 Touring Car '04
Abt Audi TT-R Touring Car '02
Le Mans quattro '03
Nuvolari quattro '03
Pikes Peak quattro '03
quattro '82
RS 4 2.8 FSI R tronic '07 **P**
RS 6 2.5TI quattro '98 **P**
RS 6 LMS Race Car '99
RS 6 LMS Race Car
(Team PlayStation) '99
R8 Race Car '01
R8 Race Car '05
(Audi PlayStat on Team ORECA)
R10 TDI Race Car '06 **P**
RS 4 '01
RS 6 Avant '02
RS 6 Avant '08 **P**
S3 '02
S4 '98
S4 '03
TT Coupe 1.8T quattro '00
TT Coupe 3.2 quattro '03 **P/S**
TT Coupe 3.2 quattro '07 **P**
TTS Coupe '08 **P**
AUTOBACS
ARTA Garaya (JGTC) '03
ARTA Garaya (SUPER GT) '08 **P**
Garaya '02
AUTOBIANCHI
A112 Abarth '79
BENTLEY
Speed 8 Race Car '03
BLITZ





base '08 P
BNR34 SKYLINE GT-R V spec
NL base '00
LANCER EVOLUTION VI '00
MINI
COOPER '02
COOPER 1.3J '98
COOPER S '02
COOPER S '05 P
COOPER S '07 P
ONE '02
MITSUBISHI
3000GT MR G '95
3000GT MR LJ '98
3000GT SL LJ '95
3000GT SL LJ '96
3000GT SL LJ '98
3000GT SR LJ '95
3000GT SR LJ '96
3000GT SR LJ '98
3000GT VR-4 LJ '98
3000GT VR-4 Turbo LJ '95
3000GT VR-4 Turbo LJ '96
3000GT VR-4 Turbo LJ '98
AIRTREK Turbo R '02
COLT 1.5 Sport X Version '02
CZ-3 Tarmac '01
CZ-3 Tarmac Rally Car
ECLIPSE GT '95
ECLIPSE GT '06
ECLIPSE Spyder GT3 '03
FTO GP Version R '97
FTO GP Version R '99
FTO GPX '94
FTO GPX '97
FTO GPX '99
FTO GR '94
FTO GR '97
FTO Super Touring Car
GALANT 2.0 DOHC Turbo VR-4 '99
GALANT GTO MR '70
GTO SR '95
GTO SR '96
GTO SR '98
GTO Twin Turbo '95



GTO Twin Turbo '96
GTO Twin Turbo '98
GTO Twin Turbo MR '95
GTO Twin Turbo MR '98
HSR-II Concept '89
i Concept '03
i-MiEV '09 P
Lancer 1600 GSR '74
Lancer 1800 GSR Rally Car '74
Lancer Evolution II GSR '94
Lancer Evolution III GSR '95
Lancer Evolution IV GSR '96 P/S
Lancer Evolution IV Rally Car '97
Lancer Evolution V GSR '98
Lancer Evolution VI GSR '99
Lancer Evolution VI GSR TOMMI MAKINEN EDITION '00
Lancer Evolution VI GSR T.M. EDITION Special Color Package '99 P
Lancer Evolution VI Rally Car '99
Lancer Evolution VI RS '99
Lancer Evolution VI RS TOMMI MAKINEN EDITION '00
Lancer Evolution VII GSR '01
Lancer Evolution VII GT A '02
Lancer Evolution VII RS '01
Lancer Evolution VIII GSR '03
Lancer Evolution VIII MR GSR '04
Lancer Evolution VIII RS '03
Lancer Evolution IX GSR '05 P
Lancer Evolution IX GSR RM '05 P
Lancer Evolution X GSR Premium Package '07 P
Lancer Evolution GSR '92
Lancer Evolution Super Rally Car '03
Lancer EX 1800GSR IC Turbo '93
LEGNUM VR-4 Type V '98
MINICA DANGAN ZZ '89
MIRAGE M-DOOLX '78
MIRAGE CYBORG ZR '87
PAJERO Evolution Rally Raid Car '03
PAJERO Rally Raid Car '95
STARION 4WD Rally Car '84
MUGEN
MUGEN S2000 '00
NISSAN
200SX Type X '96
200SX '96
200SX (S14) '96
240RS Rally Car '85
240SX '98
240SX (S14) '96
240SX (KS30) '71
300ZX 2by2 (Z32) '98
300ZX 2seater (Z32) '89
300ZX 2seater (Z32) '98
350Z (Z33, EU) '03
350Z (Z33, US) '03
350Z (Z33) Concept LM Race Car
350Z Gran Turismo 4 Limited Edition (Z33) '05
350Z Roadster (Z33, EU) '03
350Z Roadster (Z33, US) '03
370Z Tuned Car '08 P
Be-1 '87
BLUEBIRD 1600 Deluxe (510) '69
BLUEBIRD Hardtop 1800SSS (910) '79
BLUEBIRD Rally Car (510) '69
Calsonic IMPUL GT-R (SUPER GT) '08 P
CALSONIC SKYLINE (GTC) '00
CALSONIC SKYLINE GT-R Race Car '89
CUBE EX (FF/CVT) '02
CUBE X '98
CWEST RACE SILVIA (GTC) '01
EXA CANOPY LA Version Type S '98
Fairlady 240ZG (PR311) '98
Fairlady 240ZG (KS30) '71
Fairlady Z (Z34) '08 P
Fairlady Z 280Z L 2seater (S130) '78
Fairlady Z 300ZX (Z31) '83
Fairlady Z 300ZX Twin Turbo 2seater (Z31) '89 P/S
Fairlady Z 300ZX Version R Twin Turbo 2by2 (Z31) '88
Fairlady Z 300ZX Version S Twin Turbo 2seater (Z31) '88
Fairlady Z Concept LM Race Car
Fairlady Z Roadster (Z33) '03
Fairlady Z Version S (Z33) '02
Fairlady Z Version S (Z33) '07 P
Fairlady Z Version ST (Z33 Option Wheel) '02
GRAN TURISMO SKYLINE GT-R '01
GRAN TURISMO SKYLINE GT-R (PaceCar) '01
GT-R '07 P
GT-R Black Mask '07 P
GT-R Concept (Tokyo Motor Show 2001) '01
GT-R Concept LM Race Car
GT-R Proto '05 P
GT-R Spec V '99 P/S
GT-R Spec V (GT Academy Version) '09 P
LOCITE ZEAL GT-R (GTC) '00
March 12c Sakura '03
March 12SR '07 P
March GP '89
MICRA '03
mm-R Cup Car '01
MOTUL AUTECH GT-R (SUPER GT) '08 P
MOTUL PITWORK Z (GTC) '04
OPTION Stream Z '04
PAO '89
PENNZOIL Nismo GT-R (GTC) '99
PENNZOIL ZEAL GT-R (GTC) '01
PRIMERA 2.0Te '90
PRIMERA 20V '01
PRIMERA 20V (LJ) '01
R89C Race Car '89
R92CP Race Car '92
R390 GT1 Race Car '98
R390 GT1 Road Car '98
SILEIGHTY '89
SILVIA (S2P311) '65
SILVIA 240RS (S110) '83
SILVIA K's (S13) '88
SILVIA K's (S13) '91
SILVIA K's AERO (S14) '99
SILVIA K's AERO (S14) '98
SILVIA K's Qa Selection (S13) '90 P
SILVIA Q's (S13) '88
SILVIA Q's (S13) '91
SILVIA Q's AERO (S14) '93
SILVIA Q's AERO (S14) '98
SILVIA spec-R AERO (S15) '02 P
SILVIA spec-R AERO (S15) '00
SILVIA spec-S AERO (S15) '99
SILVIA Variette (S15) '00
SKYLINE 1500Deluxe (S50D-1) '68
SKYLINE 2000GT-B (S54A) '67
SKYLINE 2000GT-R (KPGC110) '73
SKYLINE Coupe 350GT '03
SKYLINE Coupe 370GT Type SP '07 P
SKYLINE GT-R (R32) '89
SKYLINE GT-R (R32) '91
SKYLINE GT-R (R33) '95
SKYLINE GT-R (R33) '96
SKYLINE GT-R (R34) '98
SKYLINE GT-R (R34) '00
SKYLINE GT-R M spec (R34) '01
SKYLINE GT-R M spec Nür (R34) '02
SKYLINE GT-R N1 (R32) '91
SKYLINE GT-R N1 (R33) '95
SKYLINE GT-R Special Color Midnight Purple II (R34) '99
SKYLINE GT-R Special Color Midnight Purple III (R34) '00
SKYLINE GT-R V spec (R32) '93
SKYLINE GT-R V spec (R33) '95
SKYLINE GT-R V spec (R33) '98
SKYLINE GT-R V spec (R33) '97 P/S
SKYLINE GT-R V spec (R34) '99
SKYLINE GT-R V spec II (R32) '94 P/S
SKYLINE GT-R V spec II (R34) '00
SKYLINE GT-R V spec II N1 (R34) '00
SKYLINE GT-R V spec II Nür (R34) '02 P/S
SKYLINE GT-R V spec LM Limited (R33) '96
SKYLINE GT-R V spec N1 (R32) '93
SKYLINE GT-R V spec N1 (R34) '98
SKYLINE GT32S Type S (R32) '91
SKYLINE GTS-R (R31) '87
SKYLINE GTS-t Type M (R32) '89
SKYLINE GTS-t Type M (R32) '91
SKYLINE Hard Top 2000 RS-X Turbo C (R30) '84
SKYLINE Hard Top 2000 Turbo RS (R30) '83
SKYLINE Hard Top 2000GT-R (KPGC10) '70
SKYLINE Sedan 300GT '01
SKYLINE Sedan 350GT Type SP '06 P
SKYLINE Sedan 350GT-8 '02
SKYLINE Sport Coupe (BLKA-S) '92
STAGEA 25t RS FOUR S '98
STAGEA 260RS Autech-Version '98
WOODONE ADVAN Clarion GT-R (SUPER GT) '08 P
XANAVI HIROTO GT-R (GTC) '01
XANAVI NISMO GT-R (GTC) '03
XANAVI NISMO GT-R (SUPER GT) '08 P
XANAVI NISMO Z (SUPER GT) '06 P
YellowHat YMS TOMICA GT-R (SUPER GT) '08 P
OPEL
Astra Touring Car (Opel Team Phoenix) '00
Calibra Touring Car '94
Corsa Comfort 1.4 '01

Total '10 P
coupé 406 3.0 V6 '98
PLYMOUTH
Cuda 440 Six Pack '71
Superbird '70
PONTIAC
GTO 5.7 Coupe '04
Solstice Coupe Concept '02
Sunfire GXP Concept '02
Tempest Le Mans GTO '64
Vibe GT '03
RE AMEMIYA
AMEMIYA ASPARADRINK RX7 (JGTC) '04
Amemiya AsparaDrink RX7 (SUPER GT) '06 P
RE Amemiya FD3S RX-7 P
RENAULT
5 Maxi Turbo Rally Car '85
5 Turbo '80
AVANTIME '02
Megane 2.0 16V '03
Megane 2.0 IDE Coupe '00
RENAULT SPORT
Clio Renault Sport 2.0 16V '02
Clio Renault Sport Trophy V6 24V Race Car '00
Clio Renault Sport V6 24V '00 P/S
Clio Renault Sport V6 Phase 2 '03
Lutecia Renault Sport 2.0 16V '02
Lutecia Renault Sport Trophy V6 24V Race Car '00
Lutecia Renault Sport V6 24V '01
Lutecia Renault Sport V6 Phase2 '03
Megane Renault Sport '08 P
RUF
3400S '00
BTR '96
CTR2 '96
CTR "Yellow Bird" '87
RGT '00
SALEEN
S7 '02
SCION
xA '03
xB '03
SEAT
Ibiza Cupra '04
SHELBY
Cobra 427 '66 P/S
GT500 '93
Series One Super Charged '09
SPOON
CIVIC TYPE R (EK) '00
CR-Z P
FIT Race Car '03
INTEGRA TYPE R (DC2) '98
S2000 '00
S2000 Race Car '00
SPYKER
C8 Laviolette '01
SUBARU
CUSCO SUBARU ADVAN IMPREZA (JGTC) '03
CUSCO DUNLOP SUBARU IMPREZA (SUPER GT) '08 P
IMPREZA Coupe 22B-STi Version '98
IMPREZA Coupe WRX type R STi Version VI '99
IMPREZA Rally Car '99
IMPREZA Rally Car '01
IMPREZA Rally Car '03
IMPREZA Rally Car Prototype '01
IMPREZA Sedan WRX STi '94
IMPREZA Sedan WRX STi (18-inch BBS Wheel Option) '10 P
IMPREZA Sedan WRX STi (Type-II) '02
IMPREZA Sedan WRX STi (Type-III) '04
IMPREZA Sedan WRX STi spec C (Type-II) '04
IMPREZA Sedan WRX STi spec C Type RA '05 P
IMPREZA Sedan WRX STi spec C Type RA RM '05 P
IMPREZA Sedan WRX STi Version (Type-II) '00
IMPREZA Sedan WRX STi Version (Type-III) '01
IMPREZA Sedan WRX STi Version IV '97
IMPREZA Sedan WRX STi Version IV '98
IMPREZA Sedan WRX STi Version V '98
IMPREZA Sedan WRX STi Version VI '99
IMPREZA Sport Wagon WRX STi (Type-II) '00
IMPREZA Sport Wagon WRX STi Version VI '99
IMPREZA Super Touring Car
IMPREZA WRC 2008 '08 P
IMPREZA WRX STi (18-inch BBS Wheel Option) '07 P
IMPREZA WRX STi Prodrive Style (Type-II) '01
LEGACY B4 2.0GT '03
LEGACY B4 2.0GT spec.B '03
LEGACY B4 3.0R '03
LEGACY B4 Blitzen '00
LEGACY B4 RSK '98
LEGACY Touring Wagon 2.0GT '03
LEGACY Touring Wagon 2.0GT spec.B '03
LEGACY Touring Wagon 3.0R '03
LEGACY Touring Wagon GT-B '98
SUBARU 360 '58
SUZUKI
ALTO LAPIN Turbo '02
ALTO WORKS RS-Z '97
ALTO WORKS SUZUKI SPORT LIMITED '97
Cappuccino (EA11R) '91 P/S
Cappuccino (EA21R) '95 P/S
Cappuccino (EA21R) RM '95 P
CERVO SR '07 P
CONCEPT S2 '03
ESCUDO Dirt Trial Car '98
GSX-R/4 Concept '01
Kei WORKS '02
MR Wagon Sport '04
SWIFT Sport '05 P
SWIFT Sport '07 P
SX4 WRC '08 P
WAGON R RR '98
TESLA MOTORS
Tesla Roadster '08 P
TOMMYKAIRA
ZZ-S '00
ZZII '00
TOM'S
X540 CHASER '00
TOYOTA
2000GT '67
2010 Brian Vickers #83 Red Bull TOYOTA CAMRY '10 P
2010 Denny Hamlin #11 FedEx TOYOTA CAMRY '10 P
2010 Joey Logano #20 The Home Depot TOYOTA CAMRY '10 P
2010 Kyle Busch #18 M&M'S TOYOTA CAMRY '10 P
ALTEZZA RS200 '98
ALTEZZA Gita RS200 '01
ALTEZZA RS200 '98
ALTEZZA Touring Car
ARISTO 3.0V '91
ARISTO V300 '00
ARISTO V300 Vertex Edition '00
au CERUMO Supra (GTC) '01
bB 1.5Z X Version '00
CALDINA GT FOUR '02
CARINA ED 2.0 X 4WS '89
Castrol TOM'S SUPRA (JGTC) '97
Castrol TOM'S SUPRA (JGTC) '01
CELICA 1600GT (TA22) '70
CELICA 2000GT-FOUR (ST165) '85
CELICA 2000GT-R (ST162) '85
CELICA GT-FOUR (ST205) '98
CELICA GT-FOUR Rally Car (ST185) '95
CELICA GT-FOUR Rally Car (ST205) '95 P/S
CELICA GT-FOUR RC (ST185) '91
CELICA GT-R (ST183, AWS) '91
CELICA SS-II (ST202) '97
CELICA SS-II (ZZT231) '99
CELICA XX 2800GT '81
COROLLA LEVIN AE-86 '83
COROLLA LEVIN GT-APEX (AE86) '83
COROLLA Rally Car '96
COROLLA RUNX Z
AEROTORER '12
DAISO BANG SUPRA GT (JGTC) '00
FT-86 Concept '09 P
FT-86 G SPORTS Concept '10 P
GT ONE Race Car (TS020) '99
ist 1.5S '02
MINOLTA Toyota 88C-V Race Car '88
MR2 1600 G '88
MR2 1600 G Limited Super Charger '85
MR2 G-Limited '97
MR2 GT-S '97
MR2 Spyder '99
MR2 Spyder (SMT) '02
MR-S S Edition '99
MR-S V Edition (SMT) '02
PRIUS G '09 P
PRIUS G LJ '02
PRIUS G Touring Selection LJ '03
RSC '01
RSC Rally Raid Car
SERA '92
SOARER 2.5GT T '97
SOARER (UZZ31) '01
SPORTS 800 '65
SPRINTER TRUENO BZ-R '98
SPRINTER TRUENO GT APEX (AE85 Chuchi Shigeno Version) '00
SPRINTER TRUENO GT-APEX (AE85) '83
STARLET Glanza V '97
SUPERAUTOBACS APEX MR-S (GTC) '00
SUPRA 2.5GT Twin Turbo R '90 P/S
SUPRA 3.0GT Turbo A '89
SUPRA RZ '97
SUPRA SZ-R '97
Tacoma X-Runner '04
Toyota 7 Race Car '70
VITZ F '99
VITZ RS 1.5 '00 P
VITZ RS 1.5 '07
VITZ RS Turbo '02
VITZ L Euro Sport Edition '00
VOLTZ S '02
WEDSSPORT CELICA (JGTC) '03
WALL V2 '01
WOODONE TOM'S SUPRA (JGTC) '03
Yaris F LJ '99
Yaris RS 1.5 LJ '00
Yaris RS Turbo LJ '02
Yaris U Euro Sport Edition LJ '00
YellowHat YMS Supra (SUPER GT) '05 P
TRD
CELICA TRD Sports M (ZZT231) '00
TRUAL
TRIAL CELICA SS-II (ZZT231) '03
TRIUMPH
Spitfire 1500 '74
TVR
Cerbera Speed 8 '97
Cerbera Speed 12 '00
Griffith 500 '94
T350C '03
Tamora '02 P/S
Tuscan Speed 6 '00 P/S
Tuscan Speed 6 RM '00 P
V8S '93
VAUXHALL
Astra Super Touring Car '00
Calibra Super Touring Car '94
Corsa Comfort 1.4 '01
Tigra 1.8i '99
Vectra 3.2 V6 '03
VX220 '00
VX220 Turbo '00
VOLKSWAGEN
Beetle 1200 Std (Type-11) '49
Bora V6 4MOTION '01
Golf 1 GTI '76
Golf IV GTI '00 P/S
Golf IV GTI RM '01 P
Golf IV R32 '03
Golf V GTI '05 P/S
Karmann Ghia Coupe (Type-1) '68
Kübelwagen typ82 '44 P
Lupo1.4 '02
Lupo Cup Car '00
Lupo GTI '01
Lupo GTI Cup Car (J) '03
New Beetle 2.0 '00
New Beetle Cup Car '00
New Beetle RSi '01
Polo GTI '01
Schwimmwagen typ166 '42 P
typ181 BeachBuggy '62 P
W12 Nardo Concept '01
VOLVO
240 GLT Estate '88
C30 R-Design '09 P
S60 T-5 Sport '03

78

ASSASSIN'S CREED: BROTHERHOOD
Roman hands are engaged in foul deeds and the Brotherhood is recruiting. Is this a murderous good time or an excuse to drop the daggers and start a new career as a gardener?

PlayStation The Official Magazine

Reviews

Your essential guide to new releases

Our lives are made up of moments and oftentimes those moments are so good, we can't help but call for a sequel. And those sequels, invariably, are tapped to have sequels of their own. And by the time we've beaten the sequels and their sequels, well, maybe we should pause and wonder where all the original moments went.

Before this turns into a weepy Hallmark moment, it should be noted that more games, video or otherwise, should employ grizzled actor Danny Trejo, as *The Fight: Lights Out* does.

In this edition of the PTOM reviews section, we suffer a great case of sequelitis compounded with license overdose. *James Bond. TRON. Dragon Ball. Fist of the North Star. Assassin's Creed.* They're all here, and while some of these licensed and/or sequelized games are quite good, they all make us remember that now and again we need to see something new. We need a Trejo screaming at us in *Lights Out*. We need zombies under our screeching tires in the deliciously titled *Blood Drive*. And, yes, we need to frolic with an EyePet. We love to revisit our old friends, but certainly rejoice when new ones are added to the mix.

81

THE FIGHT: LIGHTS OUT
"Don't point the Move controller like you're stabbing a dude," says Danny Trejo. Also, don't actually stab dudes, as this is a crime, and the law prohibits such actions.

85

NBA JAM
Once more, then, to the hole with a hearty "BOOMshakalaka," big-headed athletes, two-on-two action, and also the fiery basketballs the kids they love so much.

87

007: BLOOD STONE
He is James Bond and he has a license to kill. So all the idiots who go to the movies and think they have a license to talk on their cell phones? Bingo! They're dead.

How we score our reviews

10 [illegible]
9 [illegible]
8 [illegible]
7 [illegible]
6 [illegible]
5 Mediocre
4 [illegible]
3 [illegible]
2 [illegible]
1 [illegible]

GOLD AWARD

Our Highest Accolade

Ezio can now recruit a team of assassins but mostly just manages his team in a menu.

Assassin's Creed Brotherhood

Roman holiday

When Ubisoft first announced that *Assassin's Creed. Brotherhood* would arrive on store shelves less than a year after the jaw-droppingly immense *Assassin's Creed II*, many people grew concerned. "How," they wondered loudly, "could Ubisoft possibly produce another game of such depth and magnitude in under a year?" As it turns out, those concerns were largely—but not wholly—misplaced.

Brotherhood picks up seconds after the closing moments of *Creed II*, and as a result the game gets off to a clunky start with a half-baked "Last time on *Assassin's Creed*..."-style catch-up story and a painfully tacked-on tutorial assaulting players with instructional text as they attempt to outrun a pursuing army. Anyone who didn't finish *Creed II* just moments before popping in *Brotherhood* will likely feel confused and overwhelmed.

Once the game dispenses with all the awkward foreplay, however, it arrives at its long-awaited destination: Rome, a sprawling, varied landscape brimming with history, danger, and all the variety that made *Creed II* so rich. With puzzle-based tombs, hidden-code minigames, optional assassination contracts, and side quests for each of the game's three guilds—not to mention the main story missions and all the collectibles—the sheer volume of content packed into this beautiful open world easily rivals *Creed II*.

Rome Alone

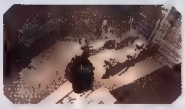
All of the franchise's gameplay staples are back as well. Returning hero Ezio

Info

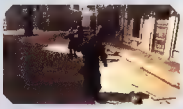
Five Steps How to build a team of deadly assassin assistants

RECRUIT
Destroy Borgia Towers to unlock dozens of "citizen in distress" missions. Save a dissident and they'll sign up.

TRAIN
Send recruits out on contract missions where they'll earn experience points and gradually level up.



KILL
Non-contracted Assassins can be summoned to take out enemies. Tap L2 to have them kill targets and fight.



MASSACRE
Recruit six or more assassins to earn the Arrow Storm ability to dispatch multiple foes without alerting others.

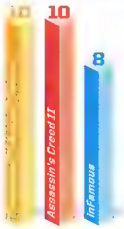
INITIATE
Once a guild recruit reaches the highest experience level, they'll be welcomed with a special ceremony cutscene.

Before buying items from stores, players must now purchase the stores themselves. Revitalizing Rome is inconvenient but satisfying.

Most map-illuminating synchronization points are now guarded. Good thing killing the captains is a fun challenge.

Auditore still moves like no other hero in gaming, freely climbing every building with exhilarating style and ease, and dispatching enemies with simple but satisfying counterattacks or diving on them from concealed positions. Given the enemies and environments are essentially identical to those found in the previous game, combat and exploration feel stale but *Creed's* unique mechanics still remain incredibly fun.

See, *Brotherhood's* problem isn't that it's too similar to *Creed II*. True, it does almost nothing to distinguish itself from its predecessor—but *Creed II* was an amazing game so how can we really complain? *Brotherhood's* real problem is that it's simply not as good as *Creed II*. It lacks the technical polish and carefully refined design that made the last game such an exceptional experience.



ScorePole
Ezio Auditore could take a cue from Nathan Drake, Cole MacGrath and Ezio Auditore

The story finds a compelling villain in the power-hungry Borgia family, but the actual plot was predictable and underdeveloped—especially compared to the epic scope of *Creed II*. The missions felt like trite errands punctuated by longer, more involving quests; the gripping assassinations serving as the lifeblood of the original game are all but forgotten here. Even basic movement controls lacked the predecessor's smoothness: Ezio insisted on clinging to objects when we tried to jump to safety and the contextual face buttons left us hijacking civilians' horses when we wanted to loot fallen bad guys.

Whereas *Creed II* felt like a powerful stride forward, *Brotherhood* is a clumsy step to the side. Still, it's not entirely fair to condemn the game because it doesn't live up to the lofty accomplishments of its bigger brother. Plus, *Brotherhood* has a wild card up its sleeve: multiplayer.

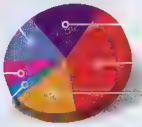
Et Tu, Ezio?

Four different multiplayer modes are offered, and each game type is a variation on the same premise: Use the proximity-sensitive radar to quietly track and kill a computer-assigned target while avoiding the player who's stalking us. Run around the map like a crazed killer and the game will warn our prey we're nearby—but if we play it cool by blending into a crowd of identical-looking non-player characters, we'll remain undetected and earn bonus points for silent, stylish kills.

The results are some of the most frustrating fun we've ever had. Tiptoeing across the entire map toward our mark only to be stabbed by some jackass who runs around a corner and bumps into us is one of the most infuriating situations imaginable. But with practice, we began to learn how to avoid the nitwits and use the game's unique mechanics to our advantage. A lot of it still felt like luck, but the multiplayer mode's got real potential nonetheless.

Is *Brotherhood's* multiplayer enough to carry the whole game? Not quite. But combined with the lengthy and respectable single-player campaign, *Brotherhood* becomes a worthwhile *Assassin's Creed 2.5*.

What we did in... Assassin's Creed: Brotherhood



14% Recruiting and managing our team of assassins

8% Continuing to play single player once we'd beaten the campaign

4% Using Ezio's new tools (we usually forgot about them)

19% Swearing at the guy who stabbed us during multiplayer

38% Completing the main story quests

... Clearing Borgia troops out of towers

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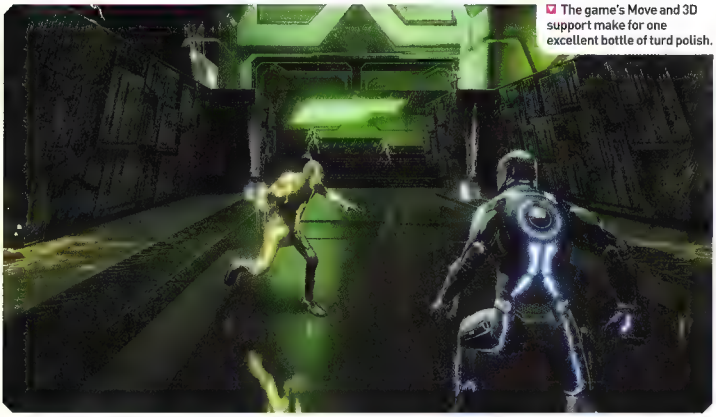
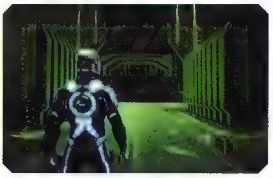
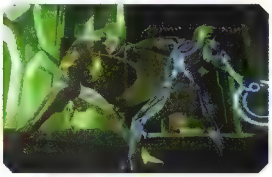


The game's Move and 3D support make for one excellent bottle of turd polish.



Recharge life and energy assaults by running up and across glowing strips lining the walls.



TRON Evolution

Loser interface

Any inkling that *TRON: Evolution* is anything more than a typical movie tie-in needs to be put in check immediately. Never mind the positive precedent set both by Disney's recent releases and other movie-based games. And old folks need to forget all the great things *TRON* did for arcade games almost 30 years ago while being ignored at the box office.

All the promise of a combat-heavy 3D platformer cut from the same cloth as *Prince of Persia* or *Assassin's Creed* falls cripplingly short in *Evolution*. Even the game's unique look—provided by the Unreal Engine's textureless take on the vast, reflective landscapes of the neon mainframe, are squandered on frustrating, repetitive battles with a half-dozen enemies and one of the worst cameras the genre has ever seen.

If anything, *Evolution* should bolster appreciation for the altitude-defying parkour Ubisoft seems to pull off so effortlessly. Almost all of the on-foot action here takes place on small platforms attached to towering spires that consistently leave the camera behind. Couple that with a sprint button universally assigned to execute *all* acrobatics, and we've got a recipe for some of the most spectacularly failed wall runs and jumps to certain death ever known.

The combat system lies somewhere between tedious and unfair. There are up to four different discs to upgrade and fling. Unfortunately, almost all the combos are identical and there's no real targeting to speak of. Once again, the moronic camera can only display a fraction of the enemies, so anything but holding block and Hail Mary buttonmashing results in an almost instant "de-res" death. Even more frustratingly, the Daft Punk music score (one of *Evolution's* sole redeeming virtues) must be turned down because hearing health go critical is about the only way to avoid being dead in seconds.

However, the gravest sin of *Evolution* is the light cycle. Stepping into *TRON's* iconic tanks is a clumsy bore, yet every time we mounted the two-wheeled steed synonymous with the franchise, we were painfully reminded of the glut of piss-poor *WipEout* clones that infested PSone. No 90-degree turns, no building snake walls. Instead it's a simple, sloppy race to a scripted finish, dodging hard-to-see debris all the while, and the best that can be said about them is they occur rarely.

It's doubtful the multiplayer will win any awards, but the ability to jump online anywhere there's a disc upgrade station and then return to that exact place and time is something games should strive to do more often. Better still, fighting bots while waiting for people to join a match is a pretty ideal way to practice combos while gaining experience points and rankings for our single-player protagonist (an anonymous "system monitor" created by Flynn). We hopped into an arena game grid and managed to boost our stats a bit before a big fight without even going online.

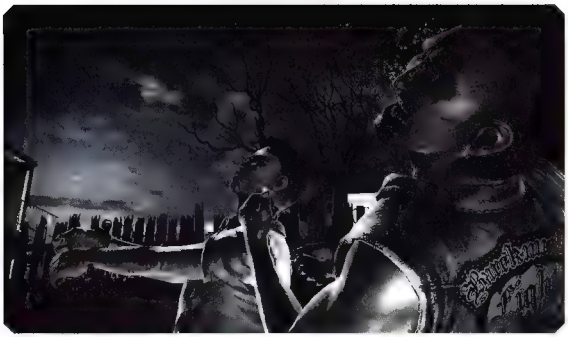
Although the rest of *Evolution* isn't as cool, the saving grace for hardcore fans could very well be how compellingly the game's story bridges the three-decade gap between the two films. Beyond that, *Evolution* offers the opposite of its namesake: a big step backward.

Game Legacy

TRON
The 1982 arcade game released by Midway flourished and is revered by many as a classic.

TRON 2.0
This 2003 PC first-person shooter was developed by Monolith and later released on Xbox.

Kingdom Hearts II
Sora's trip to the *TRON* universe was a surprising highlight on PS2.



The Fight
Lights Out
Not a contender

For those who enjoy Rock 'Em Sock 'Em Robots, but desperately wish its brawls offered less action and tamer punching, developer Coldwood has generously provided *The Fight: Lights Out*. Utilizing motion controls and the comedic genius of Danny "Machete" Trejo, *Lights Out* accurately represents real-world brawls, should they ever be fought by bedridden 95-year-old women or, perhaps, the recently interred.

Everything Trejo yells about stabbing folks or not punching by flailing one's arms is gold, and inspired. The man also sweats profusely and glowers. He would be menacing as the player's trainer, if he wasn't holding what appears to be glowing marital aids in a game where the fights are as brutal as a third-grader's tea party.

The game requires would-be pugilists to lock their feet in place, lest the PS Eye camera lose its calibration. The action of punching (including swaying and bobbing) without foot movement is unnatural and quickly uncomfortable. Head tracking proves an almost unusable feature; in a well-lit room, the PS Eye determined head-tracking quality as terrible and disabled the feature. Regardless of movement real or imagined, the game requires a recalibration before every fight.

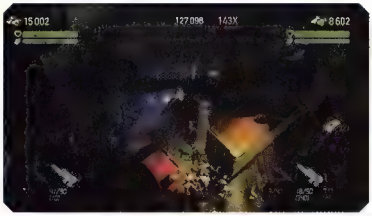
Fights are contested in the third-person perspective and

Jab and move, jab and move... Actually, keep jabbing, but don't move is more like it.

it's here *Lights Out* takes its most punishing lumps. The game simply isn't responsive enough. Punches hurled with tremendous force frequently translate to halfhearted taps onscreen. Connecting punches oftentimes seem disproportionately weak or ineffectual, although the game rewards some of these taps as a great hit. Enemy fighters are never aggressive enough to move forward during fights, instead either continuously retreating or circling their opposition. This proves unwieldy as it requires the player's fighter to move forward throughout a bout with one of the two Move controllers to be perpetually tilted forward.

Beyond the great gap between a player's actions and the onscreen eight-car pileup, the fighters all move ploddingly, as if they're schlepping to the dentist's office on root-canal day. This, coupled with a dark and grainy art style, paints the game in the color of a mild and depressing eyesore. Lights out, indeed. GREG ORLANDO

PlayStation 4



Someday the apocalypse will end and the cleaning begins.

Dead Nation
The rampaging dead

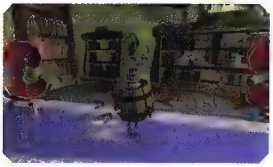
Don't dismiss this as another been-there-eviscerated-that zombie shooter. Spending just minutes in *Dead Nation's* top-down, undead-infested world reveals plenty of depth beneath its rotting flesh. Retaining a seat-of-the-pants pace and arcadey addictiveness of its previous PSN hit, *Super Stardust HD*, Housemarque has crafted a braindead-slaying shooter with, well, brains.

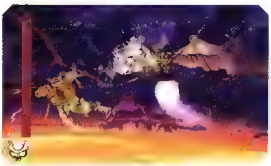
Featuring a diverse cast of walking corpses that possess equally varied attacks, *Dead Nation's* hordes aren't the typical bullet fodder; from shuffling packs with a penchant for cornering survivors to *28 Days Later*-like rampaging freaks, the intelligent (for zombies) flesh-cravers engage the mind and trigger finger. Thankfully, an effective arsenal, supported by RPG-inspired upgrades, evens the odds; familiar hand cannons serve as level-clearing standbys and tossing zombie-attracting flairs, then grenades makes for slaying in gory style.

Save for a D-pad that doesn't always equip death-dealers as fast as we'd like, this one's as slick as spilled entrails. Detail-drenched visuals, impressive physics effects, and online and couch co-op make *Dead Nation* a meatbag-slaughtering blast. MATT CABRAL

PlayStation 9

Stealing stuff can get a raccoon permanently banned from the Woolsworth. Crime, it does have its consequences.





Is there love to be had among the looting? Sly Cooper's relationship with Carmelita is one of the highlights of the series.

The Sly Collection

He stole our hearts and shoes. Now, it's our turn for a steal.

Among Sony's stable of anthropomorphic stars, Sly Cooper is generally relegated to red-headed-stepchild status. While Ratchet and Jak—and their equally famous sidekicks—have enjoyed recent outings on the PS3 and PSP, the thieving raccoon's been sidelined for the past half-decade. Thankfully, the safe-cracking critter returns in *The Sly Collection*, a high-definition remake of his PS2-era hits *Sly Cooper and the Thievius Raccoonus*, *Sly 2: Band of Thieves*, and *Sly 3: Honor Among Thieves*. As with last year's *God of War Collection*, this wallet-friendly compilation is a required must-buy.

For $40, we get three of last generation's best action-platformers, as well as an introduction (or reintroduction) to a protagonist that stands furry-toe to furry-toe with Sony's other mainimal mascots. In fact, it's Sly and his plundering pals that separate this series from the platforming pack. Make no mistake, the games themselves—created by *inFamous* developer Sucker Punch—are brimming with inventive level design, inspired missions, and impressive boss battles—all supported by polished controls. However, it's the cast's appealing charm and infectious camaraderie that continues to have fans clamoring for *Sly 4*.

While Sly's sidekicks have never received front-of-the-box billing, they're every bit as worthy as Ratchet's robo-pal and Jak's otsel buddy. Bentley, a nerdy turtle with a knack for gadgets and demolitions, and Murray, a lovable hippopotamus with a big heart and bigger fists, join Sly in planning and executing his epic heists. For those who've never gotten behind his pilfering paws, Sly's a master thief. That said, he's also damn likeable and his targets—generally other thieves—aren't so nice, so Sly's "crimes" are all relative. Despite being more Robin Hood than hoodlum, though, Carmelita Fox—Interpol agent and sexy Sly nemesis—is determined to put the stealthy raccoon behind bars. Their relationship is as engaging as the other characters', and watching their Batman and Catwoman-like dynamic evolve over three games is a highlight.

Its personality-packed presentation steals the show, but this franchise also nails the all-important gameplay elements. All three titles focus on stealth-platforming through smartly designed levels; Sly navigates rooftops, ducks searchlights and cameras, and evades laser traps with a grace that'd put Sam Fisher to shame. There's also plenty of combat handled with Sly's hooked cane, and a variety of side activities—driving, pick-pocketing, shooting, air combat—to keep things nicely paced. Bentley, Murray, and other criminal cohorts also get in on the heisting action—especially later in the trilogy, when players utilize their specialized skills to bring home the loot.

Top-quality voice acting and gorgeous cel-shaded visuals support the entire package. Aside from cutscenes—which apparently weren't invited to the hi-def makeover party—everything looks noticeably better thanks to the HD remastering. The collection also adds some Move-supported minigames, but they're a mostly superfluous inclusion that doesn't add much besides preparing us for the upcoming mascot-starring *PlayStation Move Heroes*. In a rare instance of low price and high quality colliding, this one's a steal worthy of Sly's thieving skills.

Cast List

THE BRAINS

Bentley
The computer-hacking reptile endures a serious tragedy during *Sly 2*'s conclusion.

THE BRAWN

Murray
Sly's rotund buddy isn't just a powerhouse, he's also one hell of a getaway driver.

THE BEAUTY

Carmelita Fox
Despite having feelings for Sly, the Interpol inspector is determined to capture him and his thieving pals.

Info

Format: PS3 Pub:
price of two-thirds of one.

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Create

Format **PS3** Pub **Electronic Arts** Dev **EA Bright Light** Price **$39.99** ESRB **Everyone**

Consider *Create* a "cute" game, but cute is not bad. Everything is based on the player's imagination, so there are few limits as to what can be done with the game's creation tools. There are numerous worlds, each with a different theme for players to either build upon or scrap completely and start fresh with a vision of their own. We unlocked new worlds by decorating to our hearts content and solving four different types of unique brainteasers to earn *Create* Sparks.

Repetition does set in before too long, and holding a button and contorting our arm with Move controls to rotate an object is a bit annoying, but *Create* is kid safe and kid fun. ANNE LEWIS

PlayStation 7

The Shoot

Format **PS3** Pub **SCEA** Dev **Cohort Studios** Price **$39.99** ESRB **Teen**

Occasionally we take stock of our life and realize something is missing. What could our glamorous life possibly lack? More rail-shooters.

The Shoot is a PlayStation Move compatible arcade shooter where the player stars in five different action "movies." There's a director who gets progressively moodier: Shoot a civilian or get hit and he'll stomp on his stupid hat and berate us, but perform a Style Shot or shoot enough enemies and he'll smile benevolently and shower praise. The Move controls function well with this style of game, allowing us to duck incoming projectiles and pistol whip nearby enemies—something we never tired of. ANNE LEWIS

PlayStation 7

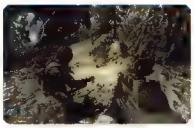
Marvel Pinball

Format **PSN** Pub **Marvel Entertainment** Dev **ZEN Studios** Price **$9.99** ESRB **Everyone**

ZEN Studios received a fair amount of praise for *Pinball FX2* for Xbox 360. After playing *Marvel Pinball*, we're kind of wondering what all the hype was about. The game comes with four stock tables—Iron Man, Spider-Man, Wolverine, and Blade—all of which feature a bevy of special effects, tongue-in-cheek superhero chatter, and villains. But the pinball action is surprisingly lackluster. For starters, nasty control lag makes it difficult to quickly react to the ball. On top of this, the ball feels dead, there's no action in the center of the table, and the generic techno music soundtrack is incredibly annoying. What a bummer—we had high hopes for this one. GEORGE JONES

PlayStation 5

DLC Roundup



Medal of Honor
Hot Zone
Price **$9.99** ESRB **Teen**

Get ready for plenty of guns, sweat, and blood in this new king of the hill-style multiplayer mode. Two heavily armed teams vie for control of a central area and must defend their ground to earn points. The carnage plays out on two custom-tailored maps and two re-designed oldies.

The Sims 3
Online Pass
Price **$9.99** ESRB **Teen**

Don't want to miss out on sweet opportunities to fully customize Sims and their surroundings? *The Sims 3* Online Pass grants access to the Sims 3 Exchange where there's tons of awesome furniture, accessories, clothing, characters, patterns, and other items to swap in and out of the game.

Download of the Month

Red Dead Redemption:
Undead Nightmare Pack

Price $9.99 ESRB Mature

The Wild West is infested with a zombie plague and John Marston sets out to kill it with fire in this expansion that mixes six-shooters with the supernatural. The zombie-killing adventure is brimming with story content and extra goodies like the four horses of the Apocalypse and weapons such as the old-timey blunderbuss.

SingStar Dance

Now is the time vhen ve dance!

We're convinced that there's nothing brilliant about the *SingStar* series. But take any social gathering, sprinkle in liberal servings of music, dancing, and friends, and suddenly a groovin' party breaks out. *SingStar Dance* conveniently offers two of those elements.

There are 30 dance-oriented Pop hits ranging from the '70s' KC and the Sunshine Band to current club goddess Lady Gaga. Most of the tracks won't enhance one's music cred, but there's something for anyone seeking public music flagellation.

The big news is the addition of the Move-controlled dance element. Yes, regrettable gyrations can now be enjoyed with the ungodly screeching to the delight of all. Unfortunately, the dancing seems tacked-on. There are no prompts to indicate forthcoming steps, nor any mechanism to help improve one's dancing ability—it's pure monkey-see-monkey-do.

And yet, *Dance* is a good time. We'll hate ourselves in the morning, but tonight... We're *Livin' La Vida Loca!*

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ROGER BURCHILL

Blood Drive

Format **PS3** Pub **Activision** Dev **Sidhe**
Price **$49.99** ESRB **Mature**

There is, perhaps, no better group to mark for wholesale slaughter than zombies. No one mourns their passing, no advocacy group protests their fate. *Blood Drive* takes advantage of this oversight to the fullest. It's loud, it's gory, it's a heck of a lot of fun; a *Death Race 2000* meets *Dawn of the Dead* extravaganza. Players take command of one of six vehicles and messily dispatch the undead by all means necessary. There are competitions to win and times to beat, but the game is neatly summed up by one of the announcer's feverish yells: "GO F-CKING NUTS!"

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RUSS BENDILSON

Apache Air Assault

Format **PS3** Pub **Activision** Dev **Gaijin Entertainment**
Price **$49.99** ESRB **Teen**

If *Apache: Air Assault* is any indication, Apache pilots have a pretty rough job. Apparently, they spend the majority of their time staring at the ground from the sky and shooting enemy units that politely wait for their explosive demise. *Air Assault's* narrow, straightforward approach to air-to-ground combat leaves little room for excitement—we savored missions that had even slightly varied objectives. It's not an unplayable wreck—it just isn't worth the time and effort it takes to slog through it.

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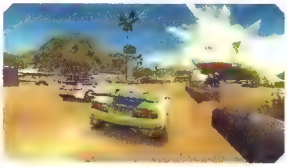
MITCH DYER



Split/Second

Format **PSP** Pub **Disney Interactive Studios**
Dev **Sumo Digital** Price **$39.99** ESRB **Everyone 10+**

The high-speed explosive action in the PS3 *Split/Second* was one the year's racing game highlights, so credit Sumo Digital for maintaining most of the bigger sibling's form and function on PSP. But while the driving remains fast and fun, there's a dearth of the insta-cuts to vehicle crashes and Hollywood movie-style action set pieces that made the PS3 jaunt so memorable. The PSP's smaller screen also makes it difficult to dodge debris from Power Play attacks. There's still some good racin' to be had here, but the wow factor didn't make it into the PSP's diminutive case.

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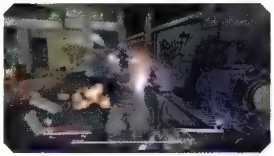
ROGER BURCHILL

Blacklight Tango Down

Format **PSN** Pub **Ignition Entertainment** Dev **Zombie Studios** Price **$14.99** ESRB **Teen**



Blacklight: Tango Down isn't concerned with story. It's all about fragging the hell out of everything.

There's a standard range of competitive modes; everything's solid, but not particularly special. Earning experience for kills let us level up our rank and unlock hundreds of goodies to mod our loadouts. As fast, fun, and furious as the gameplay is, it's this simple but addictive reward system that kept us engaged.

Tango Down also has a co-op mode featuring a linear structure and mission-style gameplay. Honestly, we found the multiplayer action more enjoyable. Simple, slick, and sexily priced, this shooter has got game. MICHAEL JENNINGS

PlayStation 7

Dragon Ball Raging Blast 2

Format **PS3** Pub **Namco Bandai** Dev **Spike** Price **$59.99** ESRB **Teen**

With repetitive gameplay, annoying music, and an overall "fans only" attitude, *Dragon Ball: Raging Blast 2* proves a creatively spent force is never quite spent, as long as the fans keep spending.

Raging Blast 2 recreates the anime series' look and feel; the characters are well designed and the voice acting is spot on. There's a deep combo system (read: ridiculously complicated) for those who seek to master it, but the gameplay can be undermined with simple buttonmashing. None of the story modes offer any real story at all, and the banality involved in unlocking the bulk of the game's 90 characters will bore all but the most rabid fans. ROSS GARBUTT

PlayStation 4

NBA Jam

Format **PS3** Pub **Electronic Arts** Dev **EA Canada** Price **$49.99** ESRB **Everyone**

As far as replications of classic games go, Electronic Arts' version of *NBA Jam* is faithful indeed, perhaps too much so. Big-head mode, catching fire after making three consecutive baskets with the same player, and cheap foul-steal combos in the backcourt are all here. It's fun in short, nostalgic bursts—especially when playing friends—but *Jam* neither captivates nor dominates as it once did. That's borderline acceptable for a PSN download, but the $50 price tag verges on outrageous. We can't stop wondering how we'd feel about the game if EA had upgraded *Jam* with modern gameplay fineries. Or better yet, priced it more appropriately. GEORGE [illegible]

PlayStation 6

No Heroes Allowed!

Dig for victory over the good guys

Info

Format PSP
Pub SCEA
Dev Acquire
Price $9.99 (download only)
ESRB Everyone 10+
It's like evil Dig-Dug meets bed with Mother Earth

If *Sims* creator Will Wright made *Dungeon Keeper*, this might be the result: a simulated ecosystem disguised as a mousetrap for fantasy heroes. At the most basic levels, this sequel works like the previous two games in the formerly titled *Badman* series: Dig dungeon tunnels to spawn little monsters, which interact with the environment and each other to create conditions in which bigger, meaner monsters are spawned. Tend a garden well and it becomes an array of dangerous flora and fauna, perfect for eating the heroes that come to kidnap our evil overlord.

What's new here is that there's more headroom. The fundamental mechanics work the same, but with hordes of new monsters and dungeon ecology layered on top of them. It's dizzying to keep track of sometimes—a fully built-out dungeon is many times bigger than the PSP screen, and there's a lot to learn about how the many species interact.

But with the extra challenge comes much more satisfaction. When it all goes just right and the heroes get their heads bit off... Well, it's good to be evil sometimes. DAVID F. SMITH

PlayStation 8

When every car is a superstar, is any car really a superstar? And the answer to this, of course, is maybe. By which we mean no.

Superstars V8 Racing

Neither Super nor Gran

Info

Format PSN (Sub)
Dev Milestone
ESRB
Price
econobox.

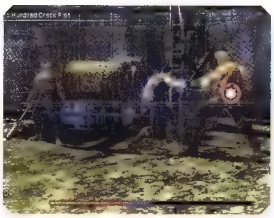
If *Gran Turismo 5* is the entrée, the downloadable *Superstars V8 Racing* does nicely as an appetizer: a quick, tasty experience that's fun while it lasts, but won't satisfy the craving fans have in the "pits" of their stomachs.

V8 Racing isn't as deep or challenging as *Turismo*. The graphics are sharp and detailed in most places (tracks, rain effects), but blurry or bland in others (cars). The sound effects do their job well, but the music can be grating at times. Thankfully, music doesn't play during the game's races.

Players choose their car from a host of usual suspects: Mercedes, BMW, Audi, Chevy, Chrysler, and Jaguar. A real-world driver can be chosen for the car, but considering the game's outcome is not affected at all by his stats and the gameplay lacks any kind of in-car camera view, this addition seems odd and superfluous. All of the tracks are from real-world locations and single-player mode offers many styles of competition against 18 computer-controlled drivers. *V8 Racing* offers an 11 player online mode and it's here the game provides both a modicum of fun and replay value.

Players can wholeheartedly expect to get a full 20 dollars worth of speedway spirit here, but those with redlined expectations for their racing sims will only become more ravenous for a true main course. RUSS GARBUTT

PlayStation 6



Fist of the North Star Ken's Rage

Anger management

Rest assured *Fist of the North Star: Ken's Rage* does not mince around. It is deadly serious; even its installment onto the PS3 hard drive is preceded with a face-punching noise.

Not to mince words, either: This is a *Dynasty Warriors* clone. It's based on the popular Japanese manga and anime, but its gameplay is pure 3D beat-'em-up in the mold of almost every KOEI game released this century. Players are required to brawl their way through endless goons in one extended hoedown of violence and gore after another. Bodies distort and shudder before erupting in a crimson spray; one particularly gruesome attack turns enemies into fleshy balloons, floating off the ground before popping. This gratuitous use of red to coat the screen serves also to lubricate *Rage's* gears; the game runs long and hard on its over-the-top displays.

There will be *Rage*, all right. Adjusting the game's camera to prevent Ken from getting pummeled by off-screen enemies should qualify as gainful employment; it's a full-time occupation deserving of benefits. Searching for walls Ken can wreck (an odd proposition since the game offers endless fences that can't be destroyed) proves snoozeworthy and players must perform killing moves on major foes by executing long chains of precise button presses. Quick-time events? Yes, it's time to rage. GREG ORLANDO

PlayStation 6

Info

Format
Publisher
Dev
Price
ESRB
It's
Weapons
punching.

007 Blood Stone

Licensed to kill, but not thrill

There are points in *007: Blood Stone*, the new James Bond third-person shooter, where even Bond himself must be wondering what the hell M got him into this time. Pinned down behind a concrete barrier in yet another firefight, exchanging automatic weapons fire with a seemingly endless onslaught of faceless mercenaries, it seems this would be a task better left to an armored division or a small thermonuclear device—or maybe even Bruce Willis. Bond, if we're not mistaken, is more suited to moving in silence, dispatching single foes quickly and quietly while ever moving toward his ultimate goal.

Fortunately, the apocalyptic, very un-Bondlike firefights are separated by exactly that—stealthy sections relying more on an element of surprise than brute force. Get close enough to a foe, and Bond (the most recent Daniel Craig version, whose avatar is only slightly more expressionless than the real thing) can take him down without weapons, utilizing a chokehold or a throat punch with lethal force. If they never approach, a silenced Walther PPK can do the same trick (fun as it is to just hose things down with a joyfully loud full automatic). It would be nice, however, if Bond's weapons packed a bigger punch. Getting killed by someone who's shrugged off three well-placed pistol shots tends to be maddening.

All the other traditional Bond elements are present as well.

In the bizarro world of *Blood Stone*, punches are more reliable than pistol shots.

Car chases? Check. Exotic scenery? Check—from the casinos of Monaco to the snowstorms of Siberia to the catacombs beneath Istanbul. Car chases through exotic scenery? Of course. There are the traditional Aston Martins (both current and classic), as well as a Koenigsegg and a far more pedestrian tow truck. There's even a pre-credits sequence in Athens serving as a wonderful introduction to how the game operates, and it's an entertaining minigame in its own right.

Bond's infamous gadgetry is limited to a smartphone, but said phone is an absolute genius. It tracks enemy positions, marks checkpoints, scans whatever's scannable, and could probably make a mean martini (shaken, natch) if commanded.

Finally, the driving is almost too basic—just floor it and try to keep up with the curves. No bulletproof screens, no oil-slick makers, and most disappointingly, no ejector seats. We know the current Bond is leaner and meaner, but c'mon!

PlayStation 7

EyePet's UMD format means it's a no go on PSPgo.

EyePet

Aw, just look at those eyes... and those freaky ears

We're predisposed to hate anything involving mutant-monkey-dog-type creatures, but after firing up the PSP, using the provided camera to locate an EyePet egg, and carefully cajoling it to hatch, we couldn't help but love the adorable little rat-thing.

Utilizing the same augmented reality technology as the Pokémon-style *Invizimals* game that we reviewed last month, *EyePet* is a gee-whiz inducing technical evolution of a virtual pet game. The creature is integrated into the image of one's real-world surroundings that's displayed on the PSP screen, and interacting, playing with, and caring for the EyePet can be compelling fare for genre fans and kids. We couldn't help but be charmed when the EyePet recreated our hand-drawn car as a 3D model and proceeded to cruise the virtual living room floor.

Granted some activities are overly simplistic and repetitive and load times verge on annoying, but there always seems to be another unique EyePet interaction to explore and a seemingly endless parade of customization items to unlock. What can we say? The little bugger grows on ya.

PlayStation 7

Scott Pilgrim vs. The World

Because those evil exes won't defeat themselves

Info

Price $39.98
Creators Edgar Wright, Bryan Lee O'Malley
Starring Michael Cera, Ellen Wong, Mary Elizabeth Winstead
Rated PG-13
Extras Four commentary tracks, deleted scenes, making-of featurettes, PIP,

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8

Deadwood

The best TV Western ever. We'll drink to that.

Aside from being the boldest and most entertaining Western ever put on TV, *Deadwood* is also uniquely fun as a phrase-based drinking game. But the controversy over the incredibly colorful use of profanity aside, *Deadwood* gives viewers a slice of the Old West that not even the most vicious Clint Eastwood classic has managed. The scripting is tight; the characters are developed, interesting, and incredibly human; the entire production shines for all the reasons we love HBO serials.

The show starts—as westerns tend to—in the lawless town of Deadwood, in 1876. As the story moves along, there's a constant evolution from a violent and corrupt mining camp to a full-blown, slightly less corrupt, but certainly still violent small city. *Deadwood* has also helped put tough guy actors such as Timothy Olyphant and Ian McShane into a deserved spotlight. The entire cast is terrific, but a lot of great characters come and go (usually violently) over the show's three seasons.

Deadwood walks a fine line between being gritty and realistic and simply being over the top. Smart writing, consistently entertaining dialogue, and great plotting all keep things in line though. Granted, tolerance levels may vary. *Deadwood* is often insanely violent, profane, and gratuitous in every way. It is HBO, after all. If such ingredients are your idea of a good time (and the popularity of newer HBO shows such as *True Blood* suggest that it is), then the release of the entire series on Blu-ray should provide days of pure entertainment. There's really never been a Western quite like this.

The Blu-ray looks and sounds [illegible] including a new documentary and roundtable discussion of the series with the actors and creators. This is in addition to a massive amount of extras culled from the show's previous DVD release. [illegible]

PlayStation The Official Magazine 8

Info

Price $209.98 **Creator** David Milch **Starring** Timothy Olyphant, Ian McShane, John Hawkes, Robin Weigert **Rated** Not Rated **Extras** Behind-the scenes featurettes, interviews.

Blu-ray Roundup

Superman/Shazam!
The Return of Black Adam

Price $28.99 **Rated** PG-13

[illegible] good. That said, this compilation is still a hard sell [illegible] the content. 7

The Pacific

Price $99.98 **Rated** NR

Taking a look at the harsh and brutal war in the east, *The Pacific* is an enthralling, [illegible] matched by a stunning presentation and fascinating extras that provide insight into the real men the show is based upon. 8

Alien Anthology

Price $139.98 **Rated** R

Fans will be in acid-drool heaven but that said, does anyone really want all four *Alien* movies? The first two are unabashedly terrific, but by the fourth we just wanted to nuke the whole franchise from orbit... just to be safe. 7

Predators

Price $29.99 **Rated** R

No longer merely a star-vehicle, this violent flick hits every right genre note. Adrian Brody is [illegible] in every way. 8

Want that

Lust-have stuff for PlayStation people

Native Instruments Traktor Kontrol S4

Turntables, a mixer, and a layered FX and sample engine, it connects to a laptop and allows for creative mixing.

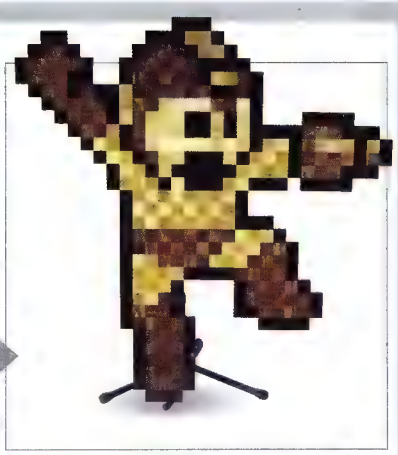
$1,000

native-instruments.com

G-Idt Wood

[illegible]

[illegible] to [illegible]

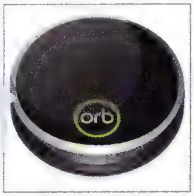


Orb MP-1 Puck

Streaming music around a home has never been easier. The Orb Caster software indexes iTunes libraries, the Orb Controller app (for iOS/Android) allows song selection, and the tiny Orb MP-1 puck plugs into any speaker setup desired.

$70

orb.com



Logitech Revue Google TV box

[illegible]

[illegible]

Audyssey Sound Dock

[illegible]

$[illegible]

[illegible]

Ultrasone Edition 10

What kind of headphones use ruthenium external plating, titanium-plated 40mm drivers, silver-plated copper wires, and Ethiopian sheepskin ear-cup pads? The kind that's really expensive.

$2,745

ultrasone.com

www.ESRB.org

mail@ptom

"Thunderbolts and lightning, very very frightening me! Letter, Letter, Letter! Gamed, Gamed Figure"

Sequelitis, PlayStation for medicinal purposes, and horror gone horribly wrong

Email us at **PTOM_letters@futureus.com** or write to PTOM, c/o Future US Inc., 4000 Shoreline Ct. Suite 400, South San Francisco, CA 94080. Letters may be edited for length and clarity.

Review the Sack

I'm 10, and I look forward to the magazine every month so I decided to state something that is annoying to me. You guys should do the review of *LittleBigPlanet 2*! I dont have the first one and I don't know if it's good. My friends say it's good but I should know from the professionals. You might not be professionals since I'm being replied by a cardboard box with pinwheels. But besides that. I like the magazine and I want the review because it might be my favorite game or a waste of $60.

MALCOLM SUTCLIFFE OTTOWA, CANADA

LetterTron 9135 is more than just a cardboard box with a pinwheel stuck into it. It is a finely tuned piece of letter-answering technology—certainly not like those crappy LetterKing 7700s. Trust us, no one wants a soup can superglued to a Strawberry Shortcake doll answering the mail.

Also, the* LittleBigPlanet 2 *review is forthcoming—once the game is actually sent to us. Professionals though we may be, we cannot review what is not finished.

Games Is Good Medicine

I'm in my mid-20s and I just found out I have a type of cancer. The bad part is that I've always been the healthy one, no surgeries, broken bones, etc. The good news is that my doctor said it has a 98 percent cure rate. I'm a very optimistic and upbeat guy but with everything going on in my life, sometimes I need to find something to ease my mind. There are three things that seem to help: My wife who has been my greatest support, playing videogames, and reading your magazine.

I really enjoy reading about the latest games, hearing your input, and reading the letters section; it helps me relieve some stress. I also wanted to tell you guys that I love your new look and layout in your last issue (issue #38). I really like the new table of contents page, seeing actual pictures of the PTOM team, and you added a feature I've been waiting for, a calendar with release dates for games! So I want to thank my wife, PTOM, and videogames for helping me get through this tough time.

TONY PERKINS PARTS UNKNOWN

C'mon Malcolm, how can you doubt the awesomeness of a franchise that spawned Snake Sackboy?

Reader of the Month

NATHANSON BLOOM

Horror in *Resident Evil* has been replaced with more action-heavy play.

Welcome to the Terrordome

This is supposed to be the generation of horror? What happened? Sure there are a handful of games that involve monsters, demons, etc., but what happened to survival horror? I'm a huge fan of the genre and I've been disappointed. I have played *Silent Hill 5, Resident Evil 5, Dead Space,* and the like. They're great games, but I just don't feel like they live up to the genre. When you kill enemies in *Dead Space* they all drop items, and there are also checkpoints. I know shooting monsters is fun but what happened to being scared to walk into a room because you were low on health and ammo, and you were terrified that you might not make it past that area?

IVAN MEDINA PARTS UNKNOWN

We like to think of this as the generation of deep-fried Twinkies, but we digress... A game can be scary without having to rely on tricks such as limiting a player's ammunition or removing the ability to save his progress. We'd rather see developers concentrate on mood, characterization, lighting, suspense, and shock—all that good stuff—to create real fear rather than making players afraid they may have to backtrack to a checkpoint.

KEVIN BUTLER SAYS HELLO

How come every time I see a new videogame commercial, they always show the Xbox logo at the end? I rarely see a PS3 plug in new release commercials. All the amazing first-party titles fall by the wayside thanks to weak advertising by Sony. The few commercials Sony does have are lame, and they either push the PSP or the Move. Come on, Sony! What are you doing? Maybe it's time to take your own advice and step YOUR game up!

JESSE FORD PARTS UNKNOWN

Weak advertising? Kevin Butler would be crying, if he hadn't ripped out his own tearducts and strangled zombie Godzilla with them. That man and his wacky ads make us laugh and taught us to love again. Bless his heart—which, by the way, was used to bludgeon Mussolini Jr., the fascist demon buccaneer.

ANNE

Every time I play through a game, I go back to my old games to keep it fresh. I was skimming through my Trophies on my old game, most of which I had 70 to 90 percent completed, and found they were at around 50 percent done. With all the expansions and downloadable content, they add the Trophies to the game without even asking if I wanted the new content. In many cases I don't, and I wish this would be stopped.

ONTARIO, CANADA

I too notice a drop in my Trophy percentages when a new download comes out, but rather than be upset by these surprise attacks, I like to think of it as a challenge. "The game developers are raising the bar," I think to myself with a smile on my face. This may not be the case, but it keeps me from being filled with disappointment.

Et Cetera

All the other stuff that distracts PTOM

Catprin
"The horribly butchered English and cats in shameful head- and neck-gear looking miserable at **www.petoffice.co.jp/catprin/english/** never fail to amuse me. Does this make me a horrible person? It most certainly does."

GREG ORLANDO

World Champions
"I now find myself possessed with the awkward urge to hug my fellow PTOM staffers and to sing the text I edit, for the San Francisco Giants—at long last—have won the World Series! My life has been actualized."

ROGER BURCHILL

Orcs
"Yes, I'm reading a book called *Orcs*. And yes, it's all about... orcs. Pulpy and fast-paced, with lots of bloody battles, this reads like a graphic novel, without all those pesky pictures."

GARY STEINMAN

The Walking Dead
"The new show on AMC has been great, but the books are some of the most original, gut-wrenching drama you'll find in any medium. Google your local comic shop and get started!"

SCOTT BUTTERWORTH

PSN Best Games

It's the best of the best! Get the lowdown on this month's PSN goodies no one should live without

BEST FULL GAMES

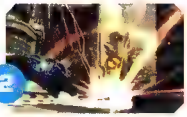
1

Platforming Puzzle Racer

Joe Danger

A mix of *ExciteBike*-style racing and insane stunt-driven platforming action, this vibrant indie gem shines brightly among the best PSN offerings available. Getting wild and dangerous has never been this awesome

9 Pub **Hello Games**
Dev **Hello Games**



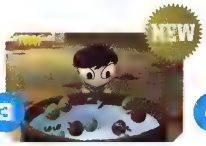
2

Futuristic Racing

WipEout HD

As with any good remix, *WipEout HD* cannibalizes the best aspects of the high-octane futuristic racing series in order to create one hell of a wild ride that'll knock players' dirty space socks completely off.

9 Pub **SCEA**
Dev **SCE Liverpool**



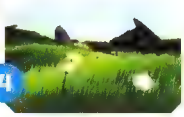
3

Tricks and Treats

Costume Quest

Sure, it's Halloween themed, but the adventure itself is timeless. With candy and monster smiting in equal measure, this sugary delight is a charming homage to *Final Fantasy X-2*, enhanced by Tim Schafer's unique humor

9 Pub **THQ**
Dev **Double Fine**



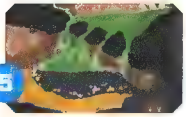
4

Zen Exploration

Flower

This gorgeous concept game makes blowing hordes of fluttering petals around a lush natural environment into an unforgettable experience that holds up against the biggest AAA offerings. Don't pass this one up.

9 Pub **SCEA**
Dev **thatgamecompany**



5

Puzzle Shooter

PixelJunk Shooter

The fourth entry in the *PixelJunk* series is easily the best. Saving trapped mining colonists with a versatile, environmental puzzle-solving ship is a creative and challenging affair taxing both the mind and reflexes.

9 Pub **SCEA**
Dev **Q-Games**

BEST DEMOS

1

Third-Person Action

Majin and the Forsaken Kingdom

Making pals with a burly mystical beast and battling demonic warriors in a cursed stronghold requires lots of teamwork and trickiness in this enchanting action- and puzzle-filled demo.

Pub **Namco Bandai**
Dev **Game Republic**

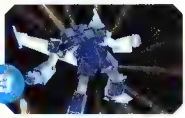
2

Music/Rhythm

Rock Band 3

Ready to go Pro? Pro mode, that is. We're not. But tickle the keys, grab the axe, bang the skins, sing it loud, or do all four in this rock-tastic demo with songs from Foreigner, Space Hog, Slipknot, and The White Stripes.

Pub **Electronic Arts**
Dev **Harmonix**



3

Halloween RPG

Costume Quest

Discover the true Halloween spirit: smashing pumpkins, grabbing mega candy, and destroying evil goblins with missiles fired from a giant astro mech costume. The shenanigans keep piling on from there.

Pub **THQ**
Dev **Double Fine**

4

First-Person Shooter

Blacklight: Tango Down

Subscribing to the less plot, more gunfire notion, this futuristic FPS throws us into the online multiplayer fray with customizable weapons and grenades that scramble the fabric of reality

Pub **Ignition Entertainment**
Dev **Zombie Studios**

5

Destructo Racing

Split/Second

Racing is so much more fun when it involves blowing the crap out of stuff to trip up opponents. Hit the expressway at full throttle and take 'em down in this second gut-rattling demo for the racing game

Pub **Disney Interactive**
Dev **Black Rock Studio**

PSN Video Delivery Service Spotlight

What we're watching on our PS3 this month

The A-Team

ETA **December 14 (Theatrical version), December 28 (Unrated version)** Rated **PG-13** Genre **Action** Studio **20th Century Fox**

On the eve of E3 2010, PTOM editors Greg Orlando and Roger Burchill settled into their downtown Los Angeles movie theater seats with heaping buckets of '80s nostalgia and artificially butter-flavor enhanced popcorn. The team lessons learned that evening resulted in a tsunami of exploding cars and automatic weapons fire on the gaming expo floor. PTOM involvement was never proven in a court of law. But had fortune failed to smile on our editors, we're certain they were well prepared to promptly escape from any maximum-security stockade to the Los Angeles underground. Thanks, A-Team.

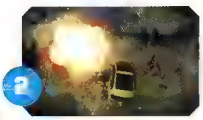
BEST FREE STUFF

Interactive Adventure

HR Cutting Room Floor video

This spoiler filled video explores sequences for each of the game's main characters that were cut out just prior to launch. It's worth a watch for folks who've already played *Heavy Rain*.

Pub **SCEA**
Dev **Quantic Dream**

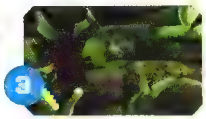


Zombie Shooter

Dead Nation: City of the Dead theme

The dead are rising with a thirst for sweet delicious brains, so why not pimp out ye old XMB with visages of the upcoming zombie apocalypse? This is packed with imagery of hot zombie killing action.

Pub **SCEA**
Dev **Housemarque**



Creative Platformer

LBP2 Grappling Hook featurette

Get into the swing of things with this wild and silly featurette demonstrating the creative uses for Sackboy's new versatile grappling gadget. After a single viewing, we're already hooked.

Pub **SCEA**
Dev **Media Molecule**

Strategy Action

No Heroes Allowed PSP theme

Celebrate the glorious return of Badman and his monster pals by striking fear into the hearts of would be do-gooders with this bold and stylish theme of ultimate evil awesomeness.

Pub **SCEA**
Dev **Acquire**

Action Strategy

Front Mission: Evolved weapons

Make the massive Wanzer even more deadly with this triple pack of firepower-boosting artillery. The new guns make smokin' giant robot dudes a breeze. Us? We just like saying Wanzer. It's fun.

Pub **Square Enix**
Dev **Double Helix**

Detectives

The best investigators on PlayStation

Ethan Thomas
Condemned 2
Ethan Thomas is a troubled ex-police investigator descending into alcoholism and paranoia who is taunted back to work by a depraved serial killer. Luckily, the broken detective still has his forensic skills and granite-tough fists, which he uses to first uncover and then defeat the religious cult behind the murders.

Batman
Arkham Asylum
The Dark Knight proves he's got the investigative smarts to match his perp-pounding with a Detective mode to locate fingerprints and track targets. And in *Arkham City* there's a whole range of new *CSI*-style skills and crime solving missions so he can finally earn that "World's Greatest Detective" title on PS3.

Sam & Max
The Devil's Playhouse
If you're in trouble, don't call these freelance policemen—a psychotic rabbit with poor personal hygiene and a smooth-talking dog in a suit. They're really bad detectives, ditching the crime fighting to spend most of their time using Max's inexplicable psychic powers to battle space gorillas and their own evil clones.

Wei Shen
True Crime: Hong Kong
Working undercover within a Triad organization, Shen is the non-thinking man's detective who shoots his way through the Asian criminal vortex while investigating the network. Show him a magnifying glass and he'd likely smash it over a baddie's head before stealing his car.

Disney | SQUARE ENIX

KINGDOM HEARTS Birth by Sleep

DESTINY IS NEVER LEFT TO CHANCE.

Play as Terra, Ventus, and Aqua – three friends with a common dream who find themselves in the middle of a crisis affecting worlds far beyond their own. Their destinies will unfold across memorable Disney worlds in three intertwining stories. Secrets will be unraveled and friendships will be tested. The KINGDOM HEARTS saga starts here.

EVERYONE 10+
E 10+
CONTENT RATED BY ESRB
Fantasy Violence
Mild Suggestive Themes

PSP
PlayStation Portable

http://na.square-enix.com/khbbs

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SPLATTERHOUSE

CONSIDER YOURSELF WARNED.

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IW INSANE WHIPLASH

THIS GAME CONTAINS VIOLENT MATERIAL, INCLUDING FULL-THROAT SEPARATION ANXIETY, MASSIVE HEADROLLING TOXIC WASTE DISCHARGE, FUL- RIPPING, DEVASTATING WEAPONS, EVIL WORSHIP, EXTREME VIOLENCE, CARELESS DESTRUCTION, DISTURBING SEQUENCES, GRAPHIC GORE, METAL, ORGAN RECONSTRUCTION AND MORE. VIEWING, LISTENING, IMPORTANTLY, PLAYING THIS GAME IS AT YOUR OWN RISK.

The Bloodiest Game of E3

KOTAKU

CLASSIC SPLATTERHOUSE
ALSO AVAILABLE ON MOBILE AND iPhone®

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MATURE 17+
M
CONTENT RATED BY ESRB

Blood and Gore
Intense Violence
Nudity
Sexual Themes
Strong Language

namco®